SHADOWRUN®

SHADOWS IN FOCUS

SIOUX NATION

CATALYST game labs™

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JACKPOINT

CONNECTING TO JACKPOINT VPN...
...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS
>>>LOGIN: XXXXXXXXXXXXXX
>>>ENTER PASSCODE: XXXXXXXXXXXXXX
...BIOMETRIC SCAN CONFIRMED
YOU'RE IN. USE IT WELL.

"I HAD MANY ENEMIES AMONG THE SIOUX; I WOULD BE RUNNING CONSIDERABLE RISK IN MEETING THEM."
-BUFFALO BILL

JACKPOINT STATS
Interaction rate: +8%
Posts per hour: +4%
Today's content quality (signal:noise): 1:1

LATEST NEWS
- Sometimes knowing where to run is as important as knowing when to.—Martin

PERSONAL ALERTS
- You have 2 new private messages.
- Your internal Q score is 66 (up 17 points)
- You have 7 new responses to your JackPoint posts.
- You have 5 new friend requests; 1 friend has dropped you.
- The Butte's air control radar will go offline in nine minutes. Prepare *Screaming Banshee* for lift [y/n]?

THE INNER CIRCLE
There are no Members online and in your area.
Current Time:
12 20 2076, 2143 hrs

WELCOME BACK TO JACKPOINT, OMAE:
Welcome back to JackPoint, chummer; your last connection was severed 11 hours, 9 minutes, 38 seconds ago

TODAY'S HEADS UP
- Something new for you all. It's a big world, and there are opportunities to work in all corners of it. We're preparing a series of briefings about some of the hottest spots that we haven't covered enough lately. We'll start with an overview of a nation, then profile some cities in that nation. Up first in what we're calling Shadows in Focus: the Sioux Nation. If you haven't checked in with the Sioux since the Ghost Dance, it's time to find out what's going on over there, what kind of work you might be able to get, and what might kill you. –Glitch

INCOMING
- The Matrix has become the home of a number of different "friends". [Tag: 10 AIs]
- There are a lot of strange things in the shadows, let's show you some options. [Tag: Run Faster]

TOP NEWS ITEMS
- Construction funds to repair the Third Mainland Bridge in Lagos denied by city council; representatives said the damages are "too large to be addressed with such small sums." Link
- Fire rocks Singapore's shipping port, leaving only Maersk docks functional. Link

FACTS AT A GLANCE

THE SIOUX NATION

The CIA Factbook, 2075

Geography: Mostly flat to rolling high elevation plains; high mountain ranges in west.

Area: 1,834,280 sq km

Border Countries: Algonkian-Manitou Council, Pueblo Corporate Council, Salish-Shidhe Council, United Canadian and American States

Climate: Semi-arid; cold winters and hot summers

Maritime Claims: None

Natural Resources: Coal, copper, geothermal, gold, petroleum, rare earths, telesma, timber

Government: Constitution-based tribal council

Administrative Divisions: None; there are no first-order administrative divisions as defined by the UCAS government.

Capital: Cheyenne

Independence: 25 April 2018 (from United States)

Legal System: Mixed legal system of civil law based on US model and customary law.

Suffrage: 16 years of age; universal and compulsory

Population: 6,950,000 (January 2075 est.)

Metahuman Demographics: Human 63%; ork 17%; troll 9%; elf 5%; dwarf 5%; other 1%

Education: Less than twelve years 11%; high school equivalent 50%; college degree 30%; advanced degrees 9%

Education Expenditures: 6.2% of GDP (2074)

Estimated SINless: 15%

Languages: English (official), Siouxian dialects, Cherokee, Navajo, numerous but minor tribal dialects

Literacy: 97%

Major Urban Areas: Cheyenne (capital) 2.9 million; Billings 245,000; Rapid City 225,000; Fargo 195,000; Casper 80,000; Butte 61,000.

Urbanization: 80% of total population (2072)

Economy (rank ordering): Agroindustry, software and information services, food processing, machinery, microelectronics, petroleum and natural gas production, mining, lumber and wood processing

Corporate Affiliation: 35%; not a signatory to the Business Recognition Accords

Currency: Nuyen; mints physical currency under a special license from the Corporate Court.

Per Capita GDP: 31,000¥

Population Below Poverty Line: 15% (2073 est.)

Communications: Advanced, multipurpose communication system; participant in Grid Overwatch Division security partnership

Matrix Users: 6.52 million (2074)

Notable Local Grids: Eagle City Grid (Cheyenne), SCEnet (cellular system for rural communities)

Regional Telecommunication Code: NA/NAN/SN

Military: Sioux Defense Force (SDF): Sioux Army, Sioux Air Force, Sioux Special Forces ("Wildcats"); Scouts (paramilitary youth organization)

Service Age and Obligation: 18 years of age for compulsory military service; all genders are obligated to military service; conscript service obligation—12 months; active reserve service obligation—48 months; inactive reserve obligation to age 40.

Military Expenditures: 7.9% of GDP (2073)

AETHERPEDIA: TRIBAL DEMOGRAPHICS

As of the 2070 census, 65 percent of the registered (SINner) population are enrolled with one of the twenty recognized tribes, 15 percent declined to reply, 3 percent listed tribes that are not recognized or fictitious, and 2 percent are members of recognized NAN tribes that remained in the Sioux Nation after 2018 with special citizenship exemptions. The remaining 15 percent are classed as Official Residents.

"Official Residents" is a legal status that includes the Anglo reservation population and skilled immigrants who have not yet (or never will) apply for full citizenship. With the legal revisions of 2067, Official Residents have full franchise but are barred from service in the Sioux Defense Force and employment by the Bureau of National Security.

THE LAND

POSTED BY: LANCHEK

At first glance, the lands of the Sioux Nation are seemingly endless hectares of farmland or restored prairie stretching off into the distance. Back in the days of the old US this was considered "flyover country," with few people, and only a handful of locations of any significance. A glance at a map of population density for North America makes it hard to argue with that assessment, even in 2075. After all, it's true that in the north of the country you travel for hours without seeing a single metahuman, and the population of the entire country would fit in a suburb of any UCAS metroplex. Even the capital metroplex of Cheyenne is home to less people than Seattle. But look a bit closer, chummer, and you'll start to see that things are not what they appear to be.

One reason you don't see people in the outback is because, frankly, they don't need to be there. The farms are maintained by hundreds of small drones that dutifully remove pests and apply nutrients to the genetically engineered grains. Automated truck convoys and unmanned cargo zeppelins carry goods across the open expanses of the country. Satellite surveillance keeps a close eye on the waters, prairies, and forests. Tribal bands that reject technology and live according the ancient lifestyles also travel across the Great Plains, following the ever-growing buffalo herds. You may come into contact with the tribal isolates—those who try to find a balance between technology and ancient ways but prefer to avoid the hustle, bustle, and dangers of modern urban life. You may even stumble across one of the Anglo reservations, where descendants of the Americans who stayed behind at the end of the Ghost Dance War live.

- Ah yes, the reservations. Open-air prisons that exist only because the Sioux are sticklers for the provisions of the Treaty of Denver. Provisions they have pointedly left *out* of the Third Treaty drafts.
- SxSioux

- The traditionalist and Anglo groups living in the Sioux wildlands are surprisingly friendly with each other, if just because they both face discrimination at the hands of the national police and other agents of the government. The traditionalists are exceptional, if rather slow, smugglers of Anglo black-market goods that don't offend their strict religious and ethical standards, and the Anglos provide backup firepower or broker shadowrunner support when bows-and-arrows won't suffice against the Awakened threats hiding in the outback.
- Cyclone

- The tribal bands that turn their back on Amerind cultural innovations made after the introduction of the horse are considered a bit *odd* by most Sioux. Their friendly relations with the Anglos and close connections with other back-to-nature tribes in the SSC and PCC make the mainstream tribal leaders rather nervous about their true loyalties.
- Smugsly

ACCESS

The Sioux are justifiably proud of their transportation infrastructure, which they inherited from the old United States and have expanded ever since. You can imagine their exasperation with outsiders who have the notion that there are no paved roads and everyone gets to work on horseback. In fact, the Sioux Nation has thousands of kilometers of well-groomed roads, modern airports, and a rail system that is the envy of the Native American Nations.

- The roads even get plowed in the winter! Quite a rarity in the rest of the NAN.
- Turbo Bunny

- The excellent road network means that the Sioux Army can travel anywhere there is trouble quickly and efficiently. And they can do double-duty as airfields during a war. You can sometimes see the hardened shelters sitting near road segments designated for that purpose. They're normally empty, but go-gangers and even the nomadic bands sometimes take them over as temporary housing.
- Cheyenne Sam

VISITATION RIGHTS

Applying for a travel visa is easy! Simply provide your SIN to the Sioux embassy and you'll be cleared in no time. Unless you're from Aztlan, CAS, UCAS, or a megacorporate citizen, in which case you may experience significant delays in processing due to additional security checks. Visitors are encouraged to review the Legal Primer that is sent along with visa clearances and submit their packing lists to the Sioux Defense Force Travel Office to avoid any unfortunate misunderstandings and delays. All visitors need to be aware that tobacco and some telesma are prohibited within the Sioux Nation.

- For runners, the level of scrutiny you can expect upon entry to the Sioux Nation depends on *where* you enter the country more than what they see in your background check. The airports are the most routinely intrusive, with random physical searches and even mind probes of suspicious individuals. At the opposite end of the spectrum, the border crossings with the UCAS and Denver FRFZ are so busy that you may get waved across with only a basic chemsniffer and license check, as long as your broadcast SIN (with appropriate visa attachment) and vehicle tags are clean.
- Running with Clouds

- The Sioux Defense Force counter border incursions with a shoot-first-and-inspect-the-wreckage-later policy. But their resources are not limitless; maintain a healthy respect for your opponent, be aware of the terrain, and keep a finger on top of your countermeasures release, and you'll be fine.
- Slice

- Employees of non-NAN security agencies and foreign active-duty military personnel from *any* country, even on leave, are not issued visas except by personal invitation of an Elder or Chief.
- Henry Wildshadow

- Smugglers should avoid the border checkpoints themselves, unless they are confident that their paperwork will check out. *All* Sioux checkpoints operate under elevated security conditions, with military personnel and war shamans assigned even at the borders with nominally friendly countries. If you check out the Coyotes resource we mirrored from JackPoint, Sioux crossings are classed as Hard: don't get geeked for underestimating these guys.
- Walks through Tall Grass

AIR

The Sioux Nation's largest international airport is located in Casper, not in Cheyenne as many would expect. The Casper airport is a full-service aerospace port that serves as a transportation hub for the entire northwest and offers semi-ballistic and suborbital routes to most major cities around the world. The Cheyenne facility is currently undergoing a massive expansion at the expense of Warren Air Force Base that will more than double its current size and expand the country's links to Imperial Japan and Europe.

Billings, Fargo, Helena, and Rapid City host smaller airports that offer high-speed commercial airliner service throughout North America, as well as regional cargo and passenger zeppelin services. The Sioux lack space-launch facilities, despite hosting the STC's Native American Space Agency offices.

- SiouxAir was behind the push to finally expand the Cheyenne airport into something more modern and befitting a capital city. In fact, an entire wing of the new airport will be for their exclusive use. But a little warning for those trying to get eyes on the building plans—the Office of Military Affairs owns the company lock, stock, and, barrel. And any facility they build is going to have all sorts of interesting secrets worth killing for.
- DangerSensei

- International passenger service is limited until the Cheyenne expansion comes on line. For the moment, you can only get direct semi-ballistic flights outside of North America from Casper to Brasília (Amazonia), Honolulu (Hawai'i), Tokyo (Imperial Japan), and Sydney (Australia).
- Rigger X

Small airports and heliports are found in or near most large towns, and the government mandates minimal levels of amenities such as autopilot navigation beacons and the ability to process and store aviation-grade biofuels on-site. Cheap fuel and the distances between inhabited areas have created a huge market for civil aviation. Roughly a quarter of the Sioux citizenry have some sort of pilot's license, and

the Sioux Nation has two hundred licensed short-hop carriers—more than all other Native American Nations combined. Companies such as Eagle Feather Transit, Plains Skycab, Sky-High Cargo Services, and Table Top Travel provide everything from courier services to fresh fruit delivery.

- Most Sioux pilots are licensed to operate in the Salish-Shidhe Council (and vice-versa), so there's a lot of back-and-forth traffic by private parties that are not closely monitored. It's a little dodgier dealing with the AMC and PCC due to paranoia about smuggling and tense political relationships.
- Miles Mayhem

- Sky-High? More like Sky-Fall with their recent accident record. Either their pilots suddenly forgot how to fly, or one of the other carriers is looking to push them out of the lucrative Missoula-Cheyenne business.
- Smugsly

- It could just be a string of bad luck. The Sioux civil air-traffic-control system is antiquated, which exacerbates the problem of so many aircraft being operated by rudimentary autosofts and barely qualified pilots. The system may be useful in a cyberwar with the UCAS, but mid-air collisions and other accidents between private aircraft are shockingly routine. Either they need to bulk up pilot certification requirements (which the independent carriers will fight tooth and nail) or finally implement a modern AirLink system.
- Henry Wildshadow

- Bare-knuckle manual control in sketchily controlled airspace builds character.
- Rigger X

HIGHWAY

The Sioux Nation possesses one of the best-maintained road networks in North America and is at the cutting-edge of environmentally conscious road surfacing and maintenance technologies. Fuel and electricity is cheap in the Sioux Nation, and many residents are affluent enough to own a vehicle so they can commute to work in the cities from outlier towns, or take road trips. Those that cannot afford their own vehicle can take advantage of free inter-city shuttles and light rail if they live in the communities around Casper and Cheyenne.

The major east-west routes are Route 80 to the south, which connects Omaha (UCAS), Cheyenne, and Salt Lake City (PCC), and Route 94 in the north, which ties together Bismarck (UCAS), Billings, Butte, and Missoula (SSC). North-south we have Route 15 that runs from Calgary (AMC) to Butte, then continues down to Idaho Falls (SSC), and the Highway 87 link that goes from Cheyenne straight into Denver (FRFZ).

- Manual driving is a popular hobby, but the most crowded urban areas have traffic controlled by GridGuide. GridLink services are only available in Cheyenne and Casper.
- Rigger X

- Criminals on a tight budget should know that regularly scheduled and affordable commercial bus service to and from all Sioux cities and neighboring countries is available from Falcon Express, Screaming Eagle Overland, Sioux National Transit, and Whippet Bus Lines. Whippet even offers a "first class" premium service that shuttles those with time on their hands through the scenic route between Seattle and Cheyenne.
- DangerSensei

RAIL

Four rail lines travel through the Sioux Nation, but it's the Big Loop Railroad near the northern border that's most important. This is the main maglev arterial that crosses the entirety of the former United States and is the unsung workhorse that moves a healthy percentage of all cross-country freight at discount prices. The railroad's neutrality is guaranteed as part of a rather obscure section of the Denver Treaty, and the tracks are technically not Sioux land; the Sovereign Tribal Council is the operating agency. This isn't much of an advantage to smugglers, but it means that Sioux authorities are forbidden from interfering or inspecting trains passing through the country without explicit authorization from the STC.

- No passengers allowed. If you want to hitch a ride you need to first catch a train, and they're traveling at 160+ kph. Despite what you see in the trids, casually running alongside those suckers and jumping aboard is not something most people, or any people, can do. And if you somehow manage to get on board? You have to hack the control system swarming with spiders from a half-dozen nations so that the weight and balance sensors don't trigger the armed "bull" drones that roust stowaways by perforating them with hypervelocity slugs.
- Lawnfellow Mobo

TERRAIN

Most of the Sioux Nation is characterized by flat and gently rolling terrain in the Great Plains, with the Black Hills being a notable exception. There is greater topographic complexity as you move from east to west, until you reach the foothills of the Rocky Mountains. The flat areas of the country are characterized by shortgrass prairie and extensive dryland farming.

- Cribbing from Danchkekker's Primer on the Native American Nations (2073 Edition, Revised)? For shame!
- Slice

- Can one crib his own work?
- Lanchek

For smugglers, this makes Sioux territory a nightmare to travel through, unless you can hug the Rocky Mountains north-south. That's not an option on the Big Sky/Long Weekend smuggling route, which in most cases skirts the country entirely, in order to avoid the rather aggressive Sioux Air Force. Luckily, most of their attention is focused to the east and south. In recent years, it's common to run thunderbirds no further than Billings, with trucks carrying the cargo back and forth over the Plains to and from Bismarck. This is slightly slower and less exciting, but the increase in trade with the UCAS has swamped the customs agents on the east. If your truck is sealed against chemsniffers it's unlikely you will face a full inspection, whereas a LAV appearing on radar is going to have the Army breaking out surface-to-air missiles post haste.

- The big cartels stick to the established routes, but the Rockies provide a lot of cover. Independent smugglers have made fortunes both on the Salt Lake City to Calgary runs, and the semi-legitimate "triangle trade" between the Shoshone in Idaho Falls, the Anglos in Butte, and the Blackfoot in Kalispell.
- Lawnfellow Mobo

- There's a new route opening up from Boise to Calgary that takes advantage of the Rockies on the last leg. Only problem? Tamanous, Ghost Cartels, and the Lakota Mafia are all trying to monopolize it.
- Rigger X

CLIMATE AND WEATHER

Most of the Sioux Nation is classified as having a cold semi-arid climate, which puts it in the same illustrious category as most of Spain and Iran. This means that you'll be in for *hot* summers and *cold* winters, with only limited precipitation all year and high winds. The long-term trends are pointing towards more moderate summer temperatures and colder but wetter, winters, and the region has already experienced a significant shift in climate since the early 21st century, with temperature dropping as low as -25 °C (not accounting for wind chill) in the winter months, and the summer high temperatures averaging about 25 °C. There's considerable regional diversity, as you would expect, but the temperatures don't range into huge extremes from that 50 degree band, despite several distinct microclimates and increasingly turbulent trends in the weather.

- For non-climatologists: *Weather* is the day-to-day atmospheric conditions at a specific place and time. *Climate* is average conditions over large areas and longer spans of time.
- Woppler

- The west of the country, including Cheyenne, often has extended warm spells during the winter months, created by warm chinook winds blowing down off the slopes of the Rockies. These warming events are often coincident with severe mana storm activity and flash floods.
- Metropolis

As far as most Sioux are concerned, there are only two seasons: summer and winter. Weather patterns during the hot and cold seasons are relatively predictable, but over the last thirty years (or fifty, according to some meteorologists) the variability within those two seasons has become increasingly pronounced—with some areas experiencing temperature shifts of several degrees within a few days, and unsettled atmospheric conditions that have exacerbated the occurrence of snap freezes and flooding in the winter, or hailstorms and tornadoes in the summer. The culprit appears to be an anomalous north-south wind current that pulls subarctic air from the Trans-Polar Aleut up and over the Algonkian-Manitou Council, and then dumps down right in the northwest corner of the Sioux Nation. This "Arctic-Plains Conveyer," as the science wonks call it, doesn't make *any* meteorological sense. Worse, in addition to carrying an unexpected amount of moisture, the conveyer appears to be closely linked to the ever-increasing scale and power of the mana storms and mundane thunderstorms seen in the Glacier Park region.

- Which means that storm clouds you see on the horizon could be perfectly innocuous, or they could be a runaway mana storm crackling with energy. Both are dangerous and unpredictable in their own way.
- Woppler

The weather instability has affected the entire region, making a mockery of weather forecasts and significantly damaging the region's agricultural potential. For shadowrunners traveling in the north, carry both winter coats and tank tops, and keep an ear out for the weather alerts. Sioux meteorologists may not be able to predict the temperature, but their sensors and models do a good job of picking up tornadoes or storms that appear and determining where they will do the most damage.

- Freak weather and unpredictable manadynamics are both reasons that the Sioux have been pushing hydroponics facilities and prairie restoration. The new facilities are protected from storm damage, and it's hoped that natural grasslands will help heal whatever damage is causing the unstable mana levels.
- Woppler

- Decades of restoration work and the weather gets worse every year. I hope prairie restoration is not their *only* plan.
- Slice

- Helena had three days of snow last July. It wasn't as fun as it sounds. They should let the hermetics over in Butte handle this problem. The shamans are either incompetent or complicit.
- Butteane

SITES OF POWER

The Plains Amerinds were attuned to the magical potential of their land long ago and had identified several loci of power (*wakan*, in the Lakota tongue) that could be tapped for potent rituals. In the Sixth World, these sites have been closely studied and mapped, along with the ley networks that tie them together in ebbs and flows of mana.

- Echoes of the Great Ghost Dance wash across the land, causing unpredictable ebbs and flows that disturb spirits best left sleeping. Worse, the *wakan* attract malign spirits and foul creatures who twist nature's gift to their own ends. With patience and the blessings of the spirits we will correct these imbalances and return the worlds to harmony.
- Tachnechdorus
- Translation: The shamans are praying that the problem works itself out, since they don't have a clue what's going on.
- Raygun

DEVIL'S TOWER

Also referred to as Bear's Lodge (*Mataó Thípila*), the name given to the monument by its Lakota caretakers, the Tower is a striking column of volcanic rock that stands in stark contrast to the surrounding plains. After the passing of Halley's Comet in 2061, the Tower grew several dozen meters, without any detectable seismic activity or immediate notice by those camped nearby. The growth was accompanied by a significant jump in the local mana level, which shifts the Tower area from a strong domain to mana warp at unpredictable intervals.

- The Lodge itself isn't any taller. The entire *mesa* on which it lies has been uplifting. The Lakota don't allow *any* high technology around the site, and even the University of Cheyenne stopped pushing the issue after a few lethal "accidents." Everyone's crossing their fingers it's not another Yellowstone time bomb.
- Metropolis

- The Blackfoot and Dakota are not waiting for disaster to strike. Both tribes are hiring intrepid parageologists to do surreptitious surveys. They'll need backup; the Lakota warrior society radicals protecting the site shoot to kill—and they don't give a frag if you have official papers.
- X-Lander

The Lakota's most important Sun Dance ritual continues to take place here every year during the Summer Solstice, with several thousand attendees supporting dozens of Dancers with prayer and emotional support over a two-week period. The Dancers undergo physical ordeals (intense dancing, fasting, piercing, etc.) as a sacrifice to ensure good fortune for their family and tribe, which, as a result of the extremely high mana level, triggers strong visions among Awakened and mundane alike. This makes the Tower a very popular destination for Dancers, and small Sun Dance ceremonies are continuously being performed at the site by family groups and clans, supported and protected by a devout group of shamans and warrior society members camped there year-round. Non-Lakota are absolutely forbidden from approaching the Tower, and even Lakota require explicit permission from the tribal elders.

- The visions must be something out of this world, because you see the same Dancers returning year after year. Exactly *what* they see at the Tower is a matter of intense speculation. The current rumor is that the visions are too cloudy or abstract to quite make out what the spirits are saying, but each Dance makes the message a bit clearer. Make of that what you will.
- Running with Clouds

- Strange visions from a ceremony with strong overtones of blood magic, conducted at a mana flux. What could go wrong?
- Why Sioux Serious

- The Lakota have a reason to stall investigation for as long as they can: If it's discovered that many of the Dancers "camped" at Bear's Lodge are actually in comas or flat-out missing, the drek would well and truly hit the fan.
- Tachnechdorus

CHIEF'S MOUNTAIN

Also referred to as Great Chief (*Nínaiistáko*) among the Blackfoot, this striking mountain sits at the edge of the Rocky Mountains, overlooking the Great Plains like a massive watchtower. Like Devil's Tower, the location is a volatile power nexus and a site of special religious significance in Sun Dance rituals. However, the Blackfoot consider themselves guardians of the site, not its owners, and do not interfere with any tribe that wishes to conduct ceremonies. The increase in dangerous magical phenomena does greatly concern the Blackfoot, however, and they prevent tourists and other casual passer-byes from approaching too close. So far there have been few *direct* fatalities from the storms, but they interfere with air and road travel in the area, in addition to the occasional flood and property damage from hailstorms and fiery or acid rain. The Blackfoot are more overtly aggressive about preventing rock climbers, tribal shamans, and thrill seekers from ascending the mountain itself.

- It's only a matter of time until the storms become too common and powerful for even the wisest and greatest to visit the holy site.
- Ehawee

The dangers surrounding the site would be impossible to conceal in any case, as the formation is often surrounded by a several-kilometers-wide mana storm, which manifests as dark storm clouds that flash with iridescence lightning. The peak itself is a bubble of calm, but the size, intensity, and durations of the mana storms have been growing each year, despite attempts at mitigation, such as adjusting the local ley lines. Smaller storms have also begun appearing in the area, raising new worries about grassland fires and damage to the surrounding communities from random elemental emissions.

- The local medicine lodges have been blocking attempts to get foreign researchers out to the mountain to see if there is

AETHERPEDIA: BLACKGATE PRISON

Constructed in 2035 on top of a particularly powerful mana warp near the town of Sydney, Blackstone Prison is owned and operated by Mitsuhama Computer Technologies, under special license from the Sioux Bureau of Justice, as a "mage prison" to house particularly dangerous Awakened. Exposure to Blackstone's mana warp induces depression and near-catatonia, with particularly pronounced effects on full mages. Long-term psychological effects make it too dangerous even for mundane guards, and the prison is almost entirely automated.

- It's located right next to the UCAS border. Which should make escape relatively simple, if you could shut down the nasty automated security system. But so far no one has been in a hurry to break out the nasty fraggers chained up in that hole.
- Rigger X

- It's not just a mana warp. Whatever Blackstone is sitting on also plays havoc with wireless communications and scrambles up technomancers that find themselves caught in it. Bad news all around.
- Notch

anything that can be done to mitigate the storms. But they'll be overruled as soon as a tribal gets geeked by an errant acid bolt. I'm sure some broad-minded Blackfoot wouldn't mind a grisly accident that can be blamed on the storms befalling some ne'er-do-well who won't be missed.

- Tachnechdorus

- The mana current screwing up the regional weather drops *right on top* of Chief's Mountain. The interaction between the phenomena and Chief's Mountain is bad and getting worse, but we should be thankful that the mountain prevents the energy from extending further to the south. I don't need to do a paint-by-numbers for what could happen if the already unstable Yellowstone area got another massive kick of power.
- Woppler

YELLOWSTONE WILDERNESS REFUGE

The Yellowstone Wilderness Refuge is famous for its diversity of wildlife, striking landscapes, and Awakened sites, such as Yellowstone Lake. The Refuge's many notable geothermal features are a result of the beating "heart" of Yellowstone: a massive magma chamber that lays hundreds of meters below the surface. The expansion and collapse of magma pockets and small tectonic shifts creates the Yellowstone Pulse: tiny, but measurable, rising and falling of the land within the Wilderness Refuge, accompanied by thousands of minor earthquakes.

The possibility of the Yellowstone magma pocket erupting as a massive supervolcano was of some concern even to Daniel Howling Coyote, and a large contingent of shamans from various tribes have resided in the park since 2017, reputedly to pacify the massively powerful spirits who slumber deep underground and prevent the aftershocks from the Great Ghost Dance from disturbing their rest. Even so, his memoirs make clear the Great Ghost Dance Prophet wasn't entirely sure that his Great Ritual wouldn't cause the entire northern hemisphere to disappear under an ash cloud.

The Yellowstone shamans kept the site quiescent until late 2074, when mana lines around the Wilderness Refuge surged in power. Possibly linked to the Aztlan ritual that brought down Sirrurg, the mana lines around the site have become extremely active and unstable; several locations around the park have shown signs of what may be alchera and other novel astral formations. It remains to be seen if this influx of energy will be permanent, and what effect it will have on the surrounding area.

- Are you serious? Chummer, the Refuge is now closed to everyone but medicine lodge shamans with *serious* mojo, and the military has been deployed to enforce a safety cordon with extreme prejudice. The Yellowstone dragon line is now visible to the *naked eye*. Awakened critters have been fleeing the Yellowstone area like it's on fire. "Remains to be seen" my well-toned ass. I'm on vacation in Hawai'i until things settle down.
- Cheyenne Sam

- If avoiding death by magically triggered superheated magma is not in your plans, Hawai'i wouldn't be my vacation destination.
- DM

- The caldera activity is of particular concern for Gaeatronics, who operate six geothermal power plants around the edges of the Wilderness Refuge. Losing even a single one of these facilities would have dire consequences for the region; the Pahaska plant just east of Yellowstone Lake generates *half* the electricity consumed in the Sioux Nation, and the Gannet facility is a major electrical provider for southeastern SSC.
- Metropolis

- That explains the renewed interest in Shiawase's plan to build a fusion plant near Rapid City. Though if a supervolcano goes off, there won't be anyone alive to care about backup power. Or to say "told ya so."
- Miles Mayhem

URBAN AREAS

POSTED BY: SMUGSLY

The majority of Sioux live in or near towns and cities, the rural areas are the home of traditionalists, the Anglos, and the occasional retirement community or isolates. The majority of urban areas are inhabited by more-or-less law abiding corporates and tribal citizens who won't need the specialized services of countersecurity professionals such as yourselves. Danchekker provides a decent tourist-level view of every city. Did you know that Helena has not one, not two, but *three* yoga centers? Riveting stuff, chummer, but you're not reading this document looking for an auto-body shop or the closest Stuffer Shack. You are planning to find yourself in these adventurous locales doing who knows what, so we've assembled a brief primer on the major cities you may visit when trying to kill or maim that very special someone.

BILLINGS

Where dreams go to die in the Sioux Nation—or was that Fargo? I forget. Billings is the trade and transportation hub for the entire northern half of the country, and is so corporate that it makes my teeth hurt. It's a nice enough town: relatively friendly police, orderly, nice golf course, clean air and water, etc. But there's absolutely nothing that will get your blood pumping, unless managing warehouse inventory and trans-shipment timing is your idea of adventure. There's no dive bars, only juice bars. No flop houses, only bed and breakfasts. No BTL dens, only illegal tobacco smokerooms. No gangs, just some local kids who think shooting paintballs at your car is the height of criminal schemes. Boring. As. Drek.

- Smugsly has sour grapes because he doesn't get to play the big boy games here in Billings. The locals like a higher class of talent than he represents. Mirrorshades and tailored suits will get you into the Johnson's office, synthleather jackets and day-glo hair will get your hoop thrown to the curb.
- Ehawee

- The business of the city is all about transporting goods from source point A to demand point B as cheaply and quickly as possible; whether that's shuttling tourists in and out of the Yellowstone area or organizing transshipment from the rail lines, dirigibles, aircraft, and truck convoys. In the shadows, the name of the game is big-time talislegging. This isn't mom-and-pop bulldrek where you sell a shoebox full of colorful rocks and twigs to Joe Talismonger down the street. I'm talking *tons* of telesma gathered illegally from across the NANs and shipped all over the world.
- Rigger X

- Both the tourist and talislegging businesses took it in the chin with the closure of the Yellowstone Refuge. If the rumors of true elements and alchera appearing in the Refuge are true, then both businesses may have a rebound when the cordon is rescinded.
- Slice

- On a sad note, poaching of white buffalo for use as telesma is on the rise, as some of the talislegging groups turn to other sources of supply. The rangers, traditionalist bands and SNP have been stepping up patrols, but there's only so much they can do against mechanized despoilers swooping down in LAVs and ripping entire herds apart.
- Running with Clouds

CHEYENNE

The bright lights and big city! It's not that impressive if you're from the eastern UCAS, but this is the biggest metropolis you're going to find this side of the UCAS borders until you hit the coast. The current downtown is built using the latest in high-density urban construction techniques, with mini-arcologies sprouting trees and gardens from plasteel and stone—much like Vancouver and other "green" cities—while the old town is a gentrified mix of buildings kept for their charm or historical significance. Everywhere you look something is being built or remodeled; even the "slums" looks fresh from a showroom floor. This is the heart of a wealthy and strong county, and the Sioux rub your nose in it.

The University of Cheyenne (U of C): The Sioux education system orbits around the U of C, and it's the only place in the country where you can get a graduate degree in, well, *anything*. The country pours an absolutely ridiculous amount of nuyen into the campus each year, and it shows. They even have a small research fusion reactor, for Ghost's sake. U of C has state-of-the-art facilities for everything from archaeology to zoology, but the investments really shine in the physics, engineering, and microtronics departments, where new miracles in nanofabrication, optronics and Matrix algorithms are brought to life and licensed to the corporations that hover like vultures around the campus.

- Sioux have clear boundaries between "natural" and "unnatural" they don't like to see crossed, and for all their cosmopolitan attitude the Cheyenne residents are no different. And no, the students at U of C are not terribly enlightened in their attitudes either. Changelings in particular are singled out for crazy theories and rumors. Rioters burned down part of the city back in 2061 during the SURGE hysteria, and many are still of the opinion that changelings are either toxic mutations or linked to the shedim in some way. So be careful if you have obvious mutations or don't look like a "normal" metahuman.
- X-Lander

- The Great Ghost Dance Prophet didn't mention *anything* about accepting Comet-spawned body-snatching mutants.
- Otaktay

- Just a word of warning: don't even joke about insect spirits unless you want your hoop probed by every nearby magician and an immediate takedown by the SNP, corporate security or even average citizens. Hives are still being uncovered in the Rockies, and the public thinks they're making a big comeback.
- DM

- You saw a lot more stories about the insect spirits, and a much more visible campaign to locate and destroy their hives, after Roger Soaring Owl retired from Knight Errant and resettled in the Sioux Nation. The SDF also started taking the threat of the bugs a lot more seriously after he volunteered for service in the Reserves. Hell, now the Scouts have badges for insect spirit lore, supposedly modeled on Firewatch training guides. Doesn't take a genius to see clear cause and effect.
- Akecheta

- And where are the other NANs in the fight against the bugs? Oh yeah, sticking their heads in the sand while expecting the Sioux to protect their exposed hoops.
- 17-321

RAPID CITY

Part armed camp, part trade hub, Rapid City is a case study of the sometimes-schizophrenic Sioux psyche. One the one hand you have the largest military base in the country straddling the city, dedicated to defending the country from a UCAS invasion that the Chiefs in Cheyenne seem to think is coming any minute. On the other hand you have the Route 90 link and trucking bypass that pipes food and manufactured goods back and forth from that very same Evil Empire. The inhabitants of the city try

to have it both ways; benefiting from the military defense force, as well as trying to expand trade with the foe the troops are prepared to fight. The residents *could* fight the UCAS Army in the fields and in the hills until the bitter end; but wouldn't it be better if they could sell those devilish UCAS folks all these fine Sioux goods and avoid such unpleasantness?

- Neither side does much cross-border troublemaking these days due to how close they came to war during the New Revolution machinations. Both the Chiefs and the Pentagon are paranoid as hell about false-flag attacks, as well as false false flags. And false-false-flag-double-reversal sneak attacks. It's ridiculous. So *both* sides will lob high explosives at any unidentified vehicles or aircraft trying to cross the border, just in case.
- Mika

- It's like being a kid standing between two drunken, angry adults. Duck and weave, and get out of there fast. You're not going to manipulate the situation to your advantage.
- Rigger X

- Rapid City is 200 kilometers from the border, but most of the Sioux towns to the east were abandoned after the Ghost Dance War. They never bothered to tear anything down, so it's just a string of decaying ruins. Creepy as hell.
- SxSioux

- "Last seen traveling east from Rapid City" comes up a lot in Sioux missing persons reports.
- Slice

- Not going to tell the group what you told me, Slice? Guess your bravery begins and ends when you have a Firewatch team at your back.
- Ehawee

- Not to speak ill of Iya's security precautions, but I know for a *fact* at least one of you is a bug. Keep your big mouth shut for the time being, old man.
- Slice

- Stop trying to poison the well of discussion here, Slice. You damn well know the risks inherent in the Shadowland system.
- Iya

THE PEOPLE

POSTED BY: LANCHEK

It's well known that the Sioux Nation comprises twenty major tribal groups, but many of these are actually alliances between culturally unique sub-tribes and bands. Several tribes that inhabit the Sioux Nation have no cultural, historical, or linguistic connection with each other, or have homelands far from the Great Plains on which they currently reside. Resettlement policies by the U.S. government drove many tribes to near extinction and splintered others along family lines even before the genocidal campaign against them was kicked off following the Lone Star crisis. No tribe could claim to be intact and unaltered when the Sovereign American Indian Movement was formed, and some tribes were reformed in name only after the end of the conflict, as their members died in the internment camps or during the war.

But the internment program brought many of these tribes together in shared hardship, and the Ghost Dance War welded them together in the fires of battle. Despite their differences and often-incompatible cultural outlooks, the various tribes have put their animosities behind them and stand united against a hostile world.

- You forgot to add "just kidding" after this copy-and-paste from Danchekker's pablum. The smaller tribes are constantly at risk of cultural extinction in the Sioux melting pot, and petty historical grudges and animosities are a constant fact of life at the lower rungs of society.
- Otaktay

THE GREAT GHOST DANCE PROPHET

It's impossible to overstate the importance of Daniel Howling Coyote, the Great Ghost Dance Prophet, to the self image of the Sioux people and its government. Sioux treat the words of Daniel Howling Coyote as the basis of all legitimacy and law in the Native American Nations, and they work hard to align their national priorities with the guidance he left behind. It's no coincidence that the Sioux have more scholars devoted to studying and arguing about the NAN founder's opinions and intent than every other country combined. This speculation on his intent for the NAN only increased after he left the public eye in 2037.

- Not even going to touch on the mystery surrounding his death in 2050? Whispers in the dark say that insect spirits were involved. And this was *right after* an enormously powerful ritual was conducted in Denver by parties unknown.
- Smugsly

- He died as he lived: working to make the world a better place.
- Running with Clouds

- For all his talk about "brotherhood, unity, and Native American rights," Coleman was happy to abandon tribes when it was expedient. Where was the great messiah when thousands lost everything with the secession of Tír Tairngire and Aztlan? The Sioux worship this "prophet," but they'll find out how empty his words are soon enough. Our brothers in the **<2.7 Mp deleted by SYSOP>**
- <Account Not Found>

- This isn't a free-for-all political discussion forum. Watch it.
- Iya

- To provide context for runners from the UCAS and CAS: Daniel Coleman is held in the same level of regard by Sioux patriots as are the Founding Fathers by ultranationalist U.S. unification folks. Schoolchildren recite passages of his speeches every morning. Sioux laws and legal opinions cite his war memoirs. It would be a serious mistake to flippantly mock his name or deeds within the Sioux Nation.
- SxSioux

METAHUMANS

Daniel Howling Coyote was clear in his belief that the Awakening was a great gift to the native peoples, a sign that the world would be returning to its true stewards. This included accepting the children of the Great Spirit's blessing, namely orks, dwarfs, trolls and elves. They would all have to come together in the Sioux nation as tribes, not races, to create a perfect union of the traditional, the magical, and the modern. Not all agreed, including many in the Sioux tribes. It was not until the Tsimshian schism in 2035 that it became clear the NAN would fail without internal unity and acceptance of trivial physical differences, both of which Howling Coyote had left as his legacy.

- A positive side effect of the Sioux investing themselves in Howling Coyote's philosophy and traditional Amerind ethics is that metahuman prejudice is almost nonexistent. Brotherhood is a matter of sharing family and culture, not the arrangement of base-pair DNA. A Blackfoot ork and a Blackfoot elf are *Blackfoot*; but no Sioux would expect a Crow elf and an Apache elf to have kinship just because they look similar. That's just common sense!
- Running with Clouds

- Metahuman-based gangs are practically unheard of in the Sioux Nation. A gang will have orks, elves, humans, naga, or whatever, all from the same tribe. Mixed-tribe gangs are vanishingly rare and tend to fracture within a few years over one issue or another. Most of the mixed gangs that survive tend to be led by Anglos, either openly or behind the scenes.
- SxSioux

- Outsiders seem to think that this means Sioux don't have prejudice. They couldn't be more wrong. The Sioux took all the worst parts of the old U.S. hyper-patriotism, broke it up between twenty tribes, and turned the arrogance dial to eleven. A Sioux bigot won't judge you because of your metatype, but she can be just as hateful as the worst Humanis goon when it comes to your tribal membership. Prejudice and outright hostility based on tribal affiliation is seen as perfectly understandable, even laudable!
- DangerSensei

AETHERPEDIA: TEACHINGS OF THE PROPHET

The original Ghost Dance was a late 19th century religious movement that promised a reunion of the living and the dead, and a new age of peace and prosperity, through careful practice of a ritual group dance that the Paiute prophet Wovoka was taught in a vision. The Ghost Dance teachings combined native shamanic practices and Christian symbolism, but there was no unified doctrine or "church" of the Ghost Dance—every tribe modified aspects of the ritual to fit their own beliefs.

Although Howling Coyote claimed that, like Wovoka, he was taught the Ghost Dance in a vision to answer the prayers of his people in their time of greatest need, he had a secular interpretation of what the spirits asked of him in return. Howling Coyote pointedly ignored both the Christian elements of the old teachings and Wovoka's emphasis on peaceful coexistence and spiritual understanding. In his final great work, the book *Howling in the Wilderness*, Daniel Howling Coyote provides no explanation for discrepancy between the two interpretations of the Ghost Dance, but his book describes a cogent political theory, emphasizing the shared spiritualist traditions of the Native American people while attempting to provide a justification for his use of lethal force and devastating magical rituals during the insurrection, despite his later appeals for peace and limited use of magic. Many of these arguments are couched in metaphor and terminology used to organize traditional Amerind round dances, and the convoluted arguments and subject matter have led to comparisons with everything from Hitler's *Mein Kampf* to Castaneda's *Yaqui Way of Knowledge*.

Howling Coyote's revised Ghost Dance philosophy has been interpreted as supporting (in order of importance):

Righteous struggle and self-sacrifice.
Unity of effort, but diversity in viewpoints.
Clarity of purpose and flexibility of methods.
Harmony with the natural order.

THE TRIBES

The tribes form strong sub-cultures within the greater Sioux Nation and serve as a combination of exclusive social network, political party, jobs agency, health insurance program, and welfare office. From cradle to grave, the tribes influence their member's lives through peer pressure, patronage and legal enforcement of traditional customs.

- "Traditional customs" depend on the tribe and are often moralistic rather than based on actual historical practices. They can include things like requiring a certain portion of your estate to be added to communal property, the approval of the

elders for your child's name, lashings for performing religious rituals without proper training, or fines for riding your horse without a helmet.
- Why Sioux Serious

No tribe dominates the nation, though there are still strong tribal cliques, and many Sioux companies are almost completely controlled by one or more tribal-affiliated groups of managers and investors. Tribal animosities and affiliations can influence a citizen's choice of career, and of course, it's assumed that the tribes will look out for their own with small favors and mentoring, but outright bias or nepotism is socially frowned upon. Social stratification based on tribal origin still exists, but the weakening of tribal bonds caused by inter-tribal marriage has done more for equality than any pronouncement of the Elders or anti-discrimination policies.

- The tribes have little impact on day-to-day life outside the mono-tribe small towns. I'm proud to be Blackfoot, but really it's just like being a fan to a sports team you didn't choose, and can't change. Certainly nothing like the identity-defining allegiances of my cousins in the SSC.
- Smugsly

- The youth do not care about the opinions of the tribal elders and councils, but old disagreements and tribal grudges are alive and well among the older generation. It's why the Cherokee still have trouble reaching management positions in the civil sector, and politicking by Cree war chiefs has skewed their representation in the upper ranks of the Sioux Defense Force.
- Running with Clouds

- The two posters above me are either Anglos or hilariously out of touch. Every tribe has warrior societies full of kids who take tribal loyalty and identification *deadly* seriously. And who holds their leash? Why, the medicine societies of course. Perhaps you've just blinded yourself to their increasing influence?
- Akecheta

FAMILY AND BAND

Though tribal identity is important, the most basic building block of Sioux society is the extended family—not the nuclear family, as in the UCAS. When a large group of related family members live in proximity to each other they are referred to as a *band*, and they work together as a support network separate from the larger tribe they belong to. Some bands are de-facto tribes themselves, with thousands of members and strong internal cohesion. Others are allied only against outside threats, with each family otherwise at each other's throats over old rivalries and incompatible interpretations of tribal law.

- The Sioux Nation isn't a democracy and doesn't have "political parties" as such. But they do have multi-family alliances and band feuds that amount to basically the same thing.
- Metropolis

- The Anglo groups are well placed to harness the tribal fault lines for their own profit. By exploiting those divisions the Anglos form a "shadow tribe" that influences local politics more than many Sioux imagine.
- SxSioux

- Remember: Sioux can't claim dual tribal membership. Family squabbles over the affiliation of children are the root cause of a lot of abductions, domestic assaults, and murders (often committed by relatives). I've been hired to extract children from their own parents to ship them off to another NAN to avoid tribal registration, or even to prevent them from being raised by a different band within the same tribe. Dirty business, but nuyen is nuyen.
- Cheyenne Sam

- It's even uglier if one parent is an Anglo and the other is a tribal. Needless to say, the child is forced to enroll with a tribe, and the Anglo parent is shit out of luck in any custodial proceedings.
- SxSioux

GOVERNMENT

POSTED BY: STANLEY LEFT HAND

On Aetherpedia, our system of government is simply listed as "Constitutional." Which is a rather broad definition that simply means the Sioux Nation's laws and political arrangement traces their legitimacy and authority to a document—in this case, the treaty and supplementary compacts that joined the founding five tribes during the Ghost Dance War. This treaty established the Council of Elders as the ultimate authority of the assembled tribes and presented our claim to the ancestral lands that had been usurped by the Anglo powers. Other tribes later joined our righteous struggle and added their own compacts, but the core of the treaty has remained unchanged.

- The Sovereign American Indian Movement wasn't about a bunch of self-appointed medicine men getting together and forcing their tribes into an undocumented alliance, with themselves as the unaccountable leaders. But all notions of tribal democracy went out the window when Howling Coyote walked out of Aberdeen with the spirits at his back and the shamans pulling the strings. Hell, only the Council of Elders has actually *seen* the original Sioux Nation treaty, and it's forbidden to record or directly quote the "sacred words" it contains. So, basically we have to trust the Elders that it says what they say it does.
- Otaktay

- The treaty isn't a physical thing, like a scroll or book. It's an Oath. A sacred pact between our ancestors and the Elders.
- Stanley Left Hand

- That sure is convenient, because the treaty seems to mean whatever the Elders needs it to mean at the time.
- Why Sioux Serious

After the War, the first Council of Elders assembled in Cheyenne to celebrate their victory and hammer out the specifics of the new nation. One of their first actions was to create a Council of Chiefs to perform the mundane tasks of keeping the nation in order, so the Elders could concentrate on their duties as spiritual mediators and advisors. There have been changes and additions made over time, such as in 2027, when the Chiefs were granted authority to appoint new Elders after a rancorous deadlock between rival medicine lodges, but the wisdom of our founders is clear to this day.

- Fun fact: The Sioux Nation's government type used to be listed as "Constitutional Oligarchy" in the CIA's Factbook. They changed it to "Tribal Council" in the public version after the Sioux cried about it.
- SxSioux

- The UCAS are the last ones who should be snide about the gap between their official and actual form of government.
- Butteane

Our founders understood that only by standing together as a single Nation would we embody the ideals of the Great Ghost Prophet. Tribal diversity with national unity remains the bedrock principle on which our people have built one of the most powerful nations on the continent. Our governing bodies remain strong and united, free of the divided loyalties and political compromises that have plagued other Native American Nations.

- Translation: Step out of line and you'll be squashed by the powers of the status quo.
- SxSioux

FOREIGN RELATIONS

The Sioux are the first to help our NAN brothers in the face of hardship, contributing troops and finances to bring balance back to the land and further the aims of our people's long struggle. Today the Sioux remain actively involved in the reconstruction and rehabilitation of the Tsimshian lands, support the AMC government in their suppression of crime by foreign-supported terrorist groups, and provide guidance for our neighbors who have strayed from the precepts laid down by the Great Ghost Dance Prophet. We must not allow the members of the Sovereign Tribal Council to lose focus and fall under our foes' ruinous influence.

- The Council of Chiefs just released a fiery condemnation of the recent STC delays in finalizing proposed changes to the Third Treaty of Denver. It says, and I quote: "Our brothers and sisters will walk with us, as proud Native Americans, or they will crawl on their bellies beneath the boot of our enemies." Ouch. Guess their border-correction amendments weren't accepted.
- Cheyenne Sam

- You mean the other representatives finally grew a backbone and Task Force Sioux: STC Police may start doing some navel gazing before "helping" other Native American Nations when they don't toe the hallowed words of Howling Coyote? Color me shocked!
- Otaktay

- We'll be missed when our foolish brothers and sisters wake up and realize their weak-willed chiefs made one too many deals with the foreign devils. Pain is the best teacher for children.
- 17-321

- It's kept out of the news, but the Sioux Nation has very close relationships with both Imperial Japan and Amazonia. Hell, they have more ambassadors serving in Amazonia than the rest of the NAN combined. Most of their business dealings are in agriculture, exports to Japan, and research agreements with Amazonia. The Sioux keep on very good terms with the Salish-Shidhe Council partly so they can maintain these profitable foreign relationships via Seattle.
- Metropolis

THE COUNCIL OF CHIEFS

The Sioux Nation does not have a supreme executive (high prince, king, prime minister, president, or whatever) who serves as a chief of state or head of government. The day-to-day activities of the government are instead jointly managed by the Council of Chiefs. Each of the twenty recognized tribes has a Chief who represents their interests for a single five-year term. Members are appointed once, but former members serve as influential advisors for their successors and have great influence in nominating future candidates. New Chiefs are selected by the Council of Elders from a list of candidates submitted by each tribe's leadership. The Elders rarely disagree with the wisdom of these choices.

- Which is pretty wiz if you're a corporation. Just one example: The last three Shoshone Chiefs have all been former executives of the Wind River Corporation. You can imagine how they vote on agricultural issues and who they push as Bureau of Agriculture appointments.
- Slammer

- This is being blown *way* out of proportion. There is influence to be sure, but *no* country can claim to be truly independent of the Corporate Court and the power of the multinationals. Take a deep breath and step out of your tinfoil-lined basement.
- Stanley Left Hand

The Council of Chiefs conducts business year-round, with most routine meetings conducted over the Matrix. Important national security meetings require physical attendance, with Chiefs who are abroad on state functions receiving updates via courier. On average, the full Council of Chiefs meet 140 days out of the year, but at least one of the leadership's working groups is active year-round. Edited recordings of meetings are available for viewing by the public, but most Chiefs are selected for their managerial skills, not charisma, and viewership remains low.

- Watching meetings of the Council of Chiefs. Forever. I'm sure that's a metaplanar hell deep in the bowels of the astral.
- Slice

- The Council of Chiefs needs a two-thirds majority to agree on anything more important than what to order for lunch. Getting fourteen Chiefs to agree on a new law or bureau appointment means executive inaction at a scale even the UCAS Congress shake their heads at. It also results in fireworks behind closed doors as the Chiefs hammer out alliances and secure votes by any means necessary.
- Metropolis

- It was incompetence by design. But when the Elders made important decisions by fiat everything worked well enough. Not so much of that these days so it's unending political gridlock.
- Running with Clouds

- Not complaining about the extra business!
- Butteane

Each year, at Midsummer, members of Council of Chiefs assemble in Cheyenne for two week in order to make official rulings on legal cases, deliver a written record of their suggested legal amendments and laws to the Council of Elders for ratification, and attend private briefings with the most influential medicine and warrior societies. By convention, the Council also names new heads of the government bureaus during their stay in the capital.

- The ugly secret of the Council is that nine of the Chiefs represent a fraction of one percent of the total Sioux population, *combined*. Each tribe gets *one* representative; it's not apportioned by population or economic power. It lets the Chief of a few hundred citizens hold millions hostage until they get sweetheart deals.
- Smugsly

GOVERNMENT BUREAUS

The Council of Chiefs is responsible for appointing the heads of the government bureaus, which are roughly equivalent to UCAS cabinet-level appointments. Each bureau is autonomous, and their head administrators serve terms ranging from one year (Cultural Preservation) to ten years (National Security). By design, each bureau has a diverse remit that brings them into direct conflict with one another; presumably to prevent over-powerful bureaucracies from forming. In reality it means that each bureau is eternally at war with each other over responsibilities and personnel; institutional loyalty and expansion of the bureau's domain is considered more important than the best interests of the country.

- Sioux bureaus do *not* play nice when defending their fiefdoms. Imagine if the UCAS Postal Service would conduct hostile takeovers of CIA branch offices, which in turn would assassinate IRS agents who are actually double agents for the Highway Administration. That's what happens every day in the funhouse world of bureau politics.
- Rigger X

- As above, so below.
- Ehawee

There are ten major bureaus, as well as subsidiary organizations formed on an ad-hoc basis by the Chiefs when there is no obvious bureau to perform that aspect of administration. These smaller groups are invariably absorbed into the larger organizations after fierce bureaucratic infighting, often helped along by a few convenient deaths or record-keeping snafu.

Agriculture: Manages farm subsidy and insurance program. Monitors food processing and imports for alteration or failure to meet Sioux quality standards. Inspects farms for environmental and safety violations. Enforces national laws related to biotech crop growing and processing.

Civil Enforcement: Controls the national police. Licenses private security firms and issues gun permits. Issues marriage licenses. Conducts asset seizures and sales authorized by the Bureau of Immigration and Revenue.

Cultural Preservation: Reviews operations licenses for all magical groups. Authority to censor media broadcasts if they "disparage cultural norms." Can issue special exemptions from Sioux law to "heritage groups" and individuals to allow "traditional and accustomed activities," including tobacco shipment and use, or immunity to trespassing laws. Also acts as the civilian personnel management service for the SDF.

Health and Welfare: Licenses all medical professionals operating in the country. Regulates hospitals and emergency medical services such as Doc Wagon. Coordinates tribal health services to ensure they meet national standards and regulates nanotechnology and biotechnology products sold in the country. Updates the national SIN registry and synchronizes with the Global SIN Registry. Responsible for enforcing national environmental quality laws, but monitoring is conducted by the Bureau of Resource Management. Conducts medical and genetic screening of citizens during their SDF enrollment.

Native Heritage: Designates cultural landmarks and native species that require preservation, which removes

them from Agriculture or Resource Management control. Operates all museums and graveyards. Possesses final approval authority on iconography used for Matrix icons. Can bring defamation lawsuits on behalf of tribal authorities directly to the Bureau of Justice.

High Technology: Licenses patents created at the University of Cheyenne and national research centers. Regulates foreign investment in companies deemed strategically significant, which are *all* Sioux corporations in the biotech and cybertronic sectors. Supervises subcontractors that run the national Matrix grid and monitors key nodes on SCEnet.

Immigration and Revenue: Reviews immigration requests. Submits SIN enrollment data for newborns and immigrants to Bureau of Health and Welfare. Conducts national census every five years. Collects sales and income taxes. Sets trade tariffs and collects fines levied by other bureaus. Inspects authorized liquor manufacturers. Operates national SIN authorization system. Monitors habitat and migration of critters recognized as sapient or of special traditional importance, such as buffalo.

Justice: Judgment and sentencing of accused criminals. Sets terms of contracts with private prisons. Licenses all legal practitioners. Responsible for creating, updating, and attaching criminal SINs to existing registry entries. Mediates disputes between tribes.

National Security: Conducts background investigations of SDF and bureau staff. Processes all security clearance applications (though these are now checked against OMI-controlled datastores). Provides security for the Council of Chiefs, but not the Elders, who are guarded by warrior society members. Has final approval authority for all visa applications, but can only advise on citizenship requests. Refers cases of espionage to the Bureau of Civil Enforcement.

Resource Management: Oversees leasing of all private and government land used for resource extraction. Controls physical components of national Matrix infrastructure, including the SIN registry datastores. Conducts national geological and parageological assessments. Responsible for performing a census of environmental quality every five years and managing all national parklands. Operates the office for sapient critter relations.

THE COUNCIL OF ELDERS

The Council of Elders is the repository of our great nation's wisdom, and the guardians of the sacred treaty that binds our people. The Elders, in addition to their duties as teachers and advisors for their tribe, serve as mentors to the Council of Chiefs. With some notable exceptions, the Elders are also powerful shamans who have been initiated into many mysteries, allowing them to serve as intermediaries between the medicine lodges and the wider spirit world, balancing the Sioux Nation's spiritual, mental, and physical well-being.

- *All* of the Council of Elders are Awakened, but one or two are adepts or aspected, meaning they don't count as real shamans to some people. Make no mistake: non-Awakened are just cogs in their metaplanar games.
- Otaktay

- Name a single magical disaster that was averted by the Council of Elders. Or, hell, was even *influenced* by them. Yeah, thought so. Our Masters of the Metaverse at work, ladies and gentlemen.
- Cyclone

The Council of Elders rarely intercedes on the daily business and activities of the Council of Chiefs, except when they are needed to approve a tribe's candidate when a Chief's position is vacated. It's not known precisely how the Elders agree on candidates, but it is a fair assumption that a simple majority vote is needed, as there is rarely any noticeable disagreement with the tribal candidates. Another theory holds that the final decision is up to the Elder of the tribe in question, and is based on tradition and family connections.

- The original Elders were veterans of the Ghost Dance War and had a deep loyalty to each other and the new Sioux Nation. The current Elders are brought together more by shared geography than any real common interests or shared heritage. They've twisted their shamanic lodges into little more than Awakened policlubs jockeying for political influence, access to power sites and control of powerful spirits.
- X-Lander

- Deep loyalty? Howling Coyote himself couldn't get those fools to agree on anything without twisting their arms off or outright assassinating the more vocal independents during the Ghost Dance War. Some things never change.
- Slammer

CRIME AND PUNISHMENT

POSTED BY: X-LANDER

The Sioux Nation's founders believed that their country should be held together by reciprocal bonds of loyalty to the tribes, and the tribes to each other, not codified laws and contracts. For this reason, the actual legal system is bare bones and informal, as enforcement of the laws and punishments was something to be worked out equitably between the affected tribes. In theory, every citizen would be enmeshed in obligations that kept them out of trouble and loyal to their tribe, without requiring complicated laws and coercive systems for maintaining order.

- "In theory." Famous last words of many a social engineer.
- Otaktay

Tribal bonds remain strong in the rural areas, but urban citizens owe their loyalty to family first, the Sioux Nation second, and their tribes a distant third. This has destroyed the arbitration and social bonds necessary for the old legal system, but a more impersonal system has not replaced it. In the old way, every crime, even murder, had a price; balanced by attention to social justice and structured hierarchies of power among and between the tribes. Now every crime has a list price, and you negotiate for discounts. In the place of the representatives who would have worked out deals that usually ensured fairness and justice, you have the tribe of the credstick and its expert negotiator, the almighty nuyen.

- You're painting a very biased view of the situation. It's a few well-publicized rotten apples who make the system look bad. Pure media sensationalism.
- Stanley Left Hand

- Fraggin' sellout. How's that sweet gig on Laramie's governance board treating you? The system is a joke for the eastern tribes that got stuck here after the Ghost Dance War. You know, the ones that you step on every day before you sing the praises of Amerind unity and brotherhood.
- Cheyenne Pepper

- A shadowrunner with *your* street rep trying to lecture *me* on loyalty? Your cognitive dissonance is worrying. Seek help.
- Stanley Left Hand

LAW ENFORCEMENT

The Sioux National Police (SNP), derisively known as "snipes," are responsible for investigating and apprehending criminals as part of their duty as agents of the Bureau of Civil Enforcement. Black-uniformed SNP officers with their white body armor and SMGs are a common sight in most urban areas, and their aggressiveness and lack of regard for civilian casualties is *almost* as famous as their corruption. Though the media trumpets their efficiency, with perpetrators often apprehended mere minutes after a crime is reported, the fact is, they are often *too* aggressive with arrests; cases can take weeks, or even months, until they go to trial by the Bureau of Justice.

- Don't mistake arrest rates with actually catching criminals. The SNP are true masters at rounding up a crop of usual suspects and then seeing how little work they can do to pin the crimes on them. The shadiest Lone Star goon on the planet would be embarrassed at their crime-fighting tactics. Caught red-handed as a cannibal murderer? A few certified credsticks and a kind word from a tribal leader should clear up the obvious misunderstanding.
- Miles Mayhem

- Corruption in the SNP is so blatant that it's indistinguishable from comedy. I actually saw a guy in Cheyenne get a speeding ticket for a parked car. And it wasn't even his, he just happened to be walking by when the cop showed up.
- Turbo Bunny

- But get with the lingo, or you might hurt a snipe's feelings. It's *never* a bribe, it's "a considerate gift."
- SxSioux

- Foreign Awakened and technomancers should avoid extended stays in a Sioux holding cell if they don't have diplomatic or financial backup. Faceless nobodies with useful traits are fast-tracked to Blackstone Prison for rather … experimental … rehabilitation programs.
- Mika

JUDICIARY COUNCILS

Judiciary Councils are the judgment and sentencing arm of the Sioux legal system. Judges are appointed, not elected, by the Bureau of Justice, and they hold the position for life. Sioux trials are adversarial, similar to the UCAS system, but judges have great freedom in interpreting the law and are not bound by precedents. There are also prosecutors and defense counsels, but there is no right to a legal representative, and there is nothing like the UCAS concept of a plea bargain that would bind the judge's sentencing. Judgments are ostensibly final, with no appeals process, even if the death penalty is invoked. While there are no formal appeals, the complicated system of bureau and tribal politics often comes into play, and the Bureau of Justice can be overruled for a whole host of technicalities.

- No bail if you're swept up in the SNP dragnet, chummer. You're stuck in a holding cell until you can see a judge. And wonder of wonders, the Sioux justice system doesn't foot the bill for your incarceration—you do. The corporations who run the holding facilities make you earn your keep while awaiting "justice." And you can even pay extra fees that make your temporary (?) stay more comfortable, just like a medieval jail. A true microtransaction-based prison-industrial complex.
- Lanchek

- Don't knock it until you try it. It can be cheaper to camp out in a prison cell with a decent amenities package than trying to rent an apartment in Cheyenne these days. I have a Silver benefits package at all the Cheyenne lockups, which includes high-speed Matrix service, access to the staff eatery, and fast-pass checkout with complimentary limo service to the airport.
- Butteane

THE LAW

The Sioux Nation doesn't have the sheer volume of rules that the UCAS or PCC does, but the government regulates a wide variety of activities and makes it their business to intrude on its citizen's personal lives in the name of morality and safety. And, like always, there are areas of the law that shadowrunners can exploit.

SINs: Citizenship requires proving a direct connection to any one of the tribes. This connection doesn't need to be genetic. For example, Awakened bison and other critters of special cultural significance are automatically granted citizenship with their associated tribe, and they even receive a SIN. All ID information is stored with the NAN SIN Registry at STC headquarters, located just outside Cheyenne, which is then synced with the Global SIN Registry.

- What a joke. Bison can be citizens, but most metahumans can't. Even if you're tribal, the Sioux and Cherokee cabals who run the Immigration and Revenue Bureau ensure only *their* applicants get approved.
- DangerSensei

- We have enough carpetbaggers. Fight for your own homeland.
- Otaktay

Armor: Armored clothing and accessories can be purchased in most major retail outlets. The average citizen likes to consider themselves ready for a UCAS invasion or other crisis even when shopping at the mall or attending a fancy dinner, so armor jackets and lined coats are ubiquitous.

- No synthetics will touch *this* temple, omae. Take some pride in your appearance and stop looking like up-jumped gangsters or Seattle gutter-runners. Natural leather and fibers are cheap and readily available in the Sioux Nation. Use them.
- Cheyenne Sam

Weapons: The laws on firearms are lax compared to most countries, though there are exceptions shadowrunners should be aware of. Most important is that it's nearly impossible to get concealed-carry permits for firearms, but *open-carry* of light and heavy pistols is perfectly legal, and a pistol purchase does not require a license of any sort, just an ID check. Semi-automatic longarms can be acquired with a license, but their use is restricted to home defense and recognized hunting areas. Fully automatic

weapons are illegal except for the government and corporate-security forces.

- Strangely, hold-out pistols are illegal. They're "destabilizing to the peace," you know.
- Traveler Jones

- I always get a good chuckle at the shocked faces of the visiting rich and powerful from other countries when they go to a fancy restaurant in Cheyenne and all the snooty Sioux are wearing armored tuxedoes and packing elegantly engraved pistols.
- Why Sioux Serious

- A word of warning to visitors: Unless you want to be at the receiving end of a long-winded speech about their (overstated) combat acumen and the (unrealistic) possibility of attack by the UCAS Army, don't question why Sioux feel the need to be packing heat at all times.
- SxSioux

Electronics: Carrying a cyberdeck is not considered noteworthy in Cheyenne or Laramie, and at worst will invite some curious looks and requests to check out the system if carried in the smaller towns and cities. The software and electronics industries are major employers in the Sioux Nation, and most citizens have passing familiarity with the technology and its legitimate applications. It's technically still restricted gear, but you have to be acting *really* suspicious before a cop will ask for your paperwork.

- Paranoid hackers from outside the country who don't know the local culture can make stupid mistakes that draw attention to them and have the snipes ask the dreaded "license, please" question. For example, a Sioux decker wouldn't think anything of a curious SNP officer wanting to scope out his Fairlight Caliban and make small-talk about how her cousin is a hot-drek security spider working for High Plains Coding, or what the decker thinks about the latest smartgun firmware patch that got rolled out by Ares. Play it cool, talk shop, and the cop will be on her way without even thinking to check permits.
- Malmahka

Augmentation: Most Sioux find mechanical augmentation distasteful, even if they recognize its utility or medical necessity. Sioux prefer to use clonal replacements for medical treatments and subtle bioware for their augmentation needs. Flashing chrome will attract a lot of undesirable attention, ranging from kids running up to touch your limbs on a dare, to tribal shamans targeting you for lectures on how invasive modification damages spiritual integrity or other moralist garbage.

- This bias hasn't done the local cybertronic industry any favors. Sioux cyberware was synonymous with "shoddy" throughout the 2050s, and efforts to restart research and development of neural interfaces at U of C as part of their Matrix R&D has been a train wreck.
- Cyclone

- To be fair, there's more than one outside party keenly interested in making sure *that* industry never gets back on its feet. And they pay plenty of nuyen to keep hitting the reset button at the University.
- Slice

Stimulants: The Sioux government, at the direction of the Council of Elders, takes an exceptionally hardline stance against intoxicants and mindbenders of all kinds. Most stimulants and intoxicants are illegal in the Sioux Nation, except for carefully delineated medical reasons. Penalties for possession and private use of even recreational drugs rival those for out-and-out dealing. This includes tobacco. Even Elder shamans need to be vetted and licensed to use it for ritual purposes, and transporting unlicensed tobacco nets the same prison sentence as BTL smuggling. Booze is not banned, but hard liquor can only be purchased from government outlets, and the alcohol content is heavily regulated.

- The concept of criminal smoking lounges and police shootouts with cigarette smugglers may seem bizarre, even laughable, but it's both a reality in the Sioux Nation and a business opportunity. Legal Sioux booze is *terrible* and tobacco is a surprisingly common vice; you do the math.
- Cheyenne Sam

- Runners beware: Favorite accessories like the stim patch fall under the drug bans unless used by licensed medical professionals.
- SxSioux

THE MILITARY

It has been said that the Sioux never stopped fighting the Ghost Dance War; they just entered a temporary armistice. Up until the 2060s, war with the UCAS seemed not only plausible, but imminent. Every year, like clockwork, there were antagonistic war games, suspicious destruction of border surveillance outposts, cancellation of diplomatic talks, or unjustified incarceration of unlucky citizens. Even the most trivial provocation got both countries' trigger fingers twitching and generals revising their invasion plans.

Of course, that was before the UCAS became embroiled in a series of existential crises with insect infestations and coups, and the Sioux invested itself in a series of costly political quagmires by meddling with Tsimshian and Algonkian-Manitou Council politics. The New Revolution crisis, by trying to force a war, actually ended up reducing tensions once it became clear that neither side truly wanted to fight when the chips were down. These days, troops posture on the border to appease old generals who want to hash out their grandfather's wars, but there's not the same palpable sense of tension there was in decades past.

- There's still border issues and distrust, but it's become more of a one-sided Cold War. The Sioux aggressively patrol the eastern border looking for signs of Anglo malfeasance while many of the UCAS bases in the Dakotas are practically mothballed, their troops reassigned for bug hunting and metroplex guard duty.
- Raygun

- Let's not ignore the elephant in the room that gives the war chiefs nightmares. President Colloton threatened to steamroll right through the Sioux to get at Ghostwalker during the big showdown a few months ago, and there's not a damn thing the Sioux Defense Force could have done to stop it. The Sioux strategy is for defense-in-depth and long-term guerrilla action. They're not prepared to deal with an enemy that doesn't plan on occupying their territory, and the Pentagon knows it.
- Henry Wildshadow

- And Ghostwalker knows it. A few quick wing-flaps and he'll be in downtown Cheyenne …
- Slice

- He'll huff and he'll puff. Then we'll shoot his scaly ass down. Aztlan showed it could be done, and the SDF is far more organized than the clusterfrag that fought Sirrurg.
- 17-321

THE SERVICE COMMITMENT

The Sioux are the only nation in North America to have a draft, which mandates a year of service with the Sioux Defense Force (SDF) for all full citizens at the age of eighteen, followed by four more years of reserve duty. Reserve duty incurs a yearly training requirement and meeting fitness standards, but it is paid and provides opportunities to travel, so many elect to remain in this status for a decade or more. Scholarships and other incentives are offered to those who accept a longer tour of active duty. This gives the Sioux a large pool of competent combatants should they need to be recalled in a national emergency and provides a shared life experience that helps tie the otherwise competing tribes together.

Paper strength of the SDF ranges into the tens of thousands for active duty combatants, with hundreds of thousands more in the reserves.

- Some citizens are so woefully out of shape, incompetent, or unmotivated that they "test out" of conscription during screening. Testing out gets you a black mark almost as bad as

holding a criminal SIN when it comes to employment. This gives a lot of incentive to shape up before being drafted, but also means the SDF has its share of dodgy recruits with mental and health issues they're hiding.
- Raygun

The downside is that the one-year commitment provides enough time for training and orientation, but little else. After the eight month training period, in which the draftees learn infantry and unconventional warfare skills, they are assigned to posts around the country to patrol the border, stand guard at airports and custom stations, and assist in natural disaster recovery efforts. This duty is unpopular and is mostly boring make-work to decompress after the intensive training.

- The draftees rarely get much experience with SOTA military hardware, which is operated by the long-service professional core of the SDF. There's only so much you can do in a single year, even with draftees in good physical shape and the equivalent of UCAS Army basic training through their Scout experience.
- Rigger X

- Pacifists and ultra-traditionalists who don't want to sully themselves with high-tech can escape service by completing two years of social work (most often as forest rangers) without a reserve commitment. This is considered highly disreputable by most Sioux, and there are constant challenges to the legality and morality of such exemptions.
- Notch

SIOUX DEFENSE FORCE (SDF)

The SDF is the largest, best-equipped, and most intensively trained military in the NANs. Unlike the rest of the NAN, which has followed a gendarmerie, or "Peace Force," model of using military units primarily for internal security, the SDF is a conventional combined-arms force with no police duties. It has two main branches, the Sioux Army and the Sioux Air Force, and is headed by a council of ten war chiefs. War chiefs are appointed by the Council of Chiefs and serve for five-year terms before retiring into an advisory capacity.

- The Sioux military is closely patterned on that of Israel—particularly with its unitary command structure and universal conscription. That's clearly not by accident, but there's no known formal connection between the SDF and the Israel Defense Forces.
- Cheyenne Sam

- Take a look at the Bureau of National Security visa application datastores, keyword "security advisors." Awful lot of "Spanish" applicants with the same names as former IDF and Mossad operatives.
- DM

Though larger than all of the other NAN militaries by a significant margin, the Sioux war chiefs are well aware that they are outmanned and outgunned by the UCAS military. Sioux strategy in the case of UCAS invasion centers on conducting fighting withdrawals into the west, coupled with large-scale insurgent actions both in occupied territories and Anglo urban areas to tie down invading forces while a Ghost Dance is organized. The bulk of the SDF draftees are trained to operate asymmetrically with little direct oversight, while the SDF's conventional forces degrade the enemy's conventional military forces and strike at sites of strategic significance; which in the UCAS are air bases, command-and-control centers, and Washington DC itself.

- Well, that's the plan. It remains to be seen if this would work in a toe-to-toe fight against the UCAS, Ghostwalker, or anything more threatening than a few smugglers. Most of the SDF hasn't fired a shot in anger since 2018.
- Riflepunk

- "Asymmetrically" is just a nice way of saying that the bulk of the SDF are trained to operate as glorified terrorists in the event of war. They don't plan on fighting fair, and they'll make any invasion costly and politically painful well before the hammer of the Great Spirit comes down. With every Sioux citizen being a trained partisan, the planned UCAS countermeasure was obvious. Nasty business all around.
- Raygun

AETHERPEDIA: SCOUTS

The Scouts are a paramilitary youth organization that teaches basic military tactics, firearms handling, and survival skills. Their more benign public role is helping old ladies cross the street, selling cookies at fundraisers and planting trees. Most Sioux children, even Anglos and other Official Residents, are enrolled in the organization when they start school.

OFFICE OF MILITARY INTELLIGENCE (OMI)

An independent branch of the Sioux Defense Force, OMI controls the intelligence and counter-intelligence assets of the Sioux Nation, protecting the country from foreign powers and terrorists. Unofficially the OMI is a power unto itself, a shadow government with nearly limitless powers to spy on the populace in the name of "national security" for their mistress, the mysterious director of the OMI known only by her code name, *Sinopa* (Blackfoot for "fox").

- OMI just moved into a fancy new headquarters in Cheyenne. The locals have already nicknamed it The Dark Tower due to its rather foreboding shape and matte-black color.
- Metropolis

- She may be murderous, paranoid to the point of obsession, treacherous and quite possibly insane. But Sinopa gets results; just ask the remains of the insect queens she's smashed like the fist of the Great Spirit. Or the cell of Iroquois separatists she blasted into a red mist last January. Just pay no attention to her personal death squads or the sprawling bureaucracy that doesn't answer to anyone despite a budget second only to the SDF. Because we all know a mysterious control freak with delusions of grandeur would never, ever, abuse their unlimited power.
- Cheyenne Sam

- I doubt the Fox really knows the difference between bugs and insurgents. Or even cares. Any success the OMI has against the insect spirits is because of their head of metamagical security, codenamed *Udolanvsdi*.
- Raygun

- "Preying mantis?" Well, that's certainly not ominous at all.
- Cheyenne Sam

- OMI's obsession with internal security means that that their foreign intelligence capabilities have withered on the vine. When the Sioux inevitably get shellacked in the final round of the Third Treaty of Denver negotiations, it may be a watershed moment that forces a changing of the guard.
- Rigger X

- What are the chances Sinopa will meekly fade into obscurity like her predecessor? Zero, or less than zero?
- Slice

MATRIX SECURITY TASK FORCE

The Matrix Security Task Force is a special division of the SDF that handles the security and stability of the Sioux grids, in cooperation with the Corporate Court's Grid Overwatch Division. So yes, that makes them the Sioux demi-GOD. Their organization and mission is pretty much the same as G-men everywhere as the Sioux consider all Matrix malfeasance to be a national security threat, not a standard law enforcement problem. Luckily for Sioux runners, the Task Force's assets are limited, and GOD keeps a tight rein on any attempts to militarize the various agencies under their aegis.

- The Task Force is technically under SDF command, but their true masters are the Corporate Court. They get a paycheck from the Sioux Nation, but all of their hardware, training, and indoctrination is run by the Grid Overwatch Division. And make no mistake, most believe they're working for the greater good of the entire Matrix, and not the Sioux's little part of it.
- Metropolis

- The original cyber security team, known as the Matrix Warband, was disbanded about five years ago. Most of their members went freelance, as their backgrounds were too shady for OMI or corporate recruiters. The Warband recruited talent where they could find it, and that included bringing in foreigners and Anglos. Most are not on friendly terms with their successors, either. Good contacts to have if you need access to old backdoors and network spikes on the Sioux grid.
- Rigger X

- The Task Force spiders are mostly kids who test for a high Matrix aptitude before their year of service and then get rammed through a cookie-cutter training program and set to work. To make up for their relative lack of skill, they work in large groups and have a *much* friendlier working relationship with other North American cyber-security groups than is typical for a Sioux agency. Most talent move on after a year or two to much better jobs in the private sector, so the long-term members are bottom-of-the-barrel slackers who couldn't hack it (literally and figuratively) anywhere else. Don't be complacent when dealing with the Sioux demi-GODs though—the kids have a lot of power at their fingertips, have yet to learn caution or subtlety, and are eager to count coup on deckers to pad their résumés.
- Notch

SPECIAL FORCES

The Sioux Special Forces, commonly referred to as "Wildcats," have a number of official roles, including long-range reconnaissance, assassination of high-value military and political targets, and training Amerind insurgents in the event of war. In practice, units operate under OMI control to conduct undercover reconnaissance in foreign countries and sensitive counter-terrorism operations within the Sioux Nation. To this end all Sioux Special Forces personnel are extensively trained in survival and evasion in every terrain (including metroplexes), disguise, and familiarity with an impressive variety of military equipment. They also make extensive use of magic, and Wildcats are well versed in magical theory and practical countermeasures against spirits and wards.

- Despite the Wildcat's reputation, their recent track record isn't very impressive. Don't get me wrong—Wildcats are good, *very good*, at ambushes and raids, but they've never had the political subtlety of masters like the Mossad's Kidon, or the raw combat power of UCAS Delta Force. Their talents are wasted by the OMI, who use them as a glorified wetwork unit instead of leveraging their skill in integrating magic and tactical networks for guerrilla warfare.
- Raygun

- OMI is going to regret not keeping a short leash on these guys during their in-country counter-terrorism and interdiction ops. Wildcats live to kill and don't return from missions without having geeked someone—anyone. They're not the kind of folks you want running around in your own borders.
- Cheyenne Sam

- Here's an interesting bit of trivia. The founding members of the Wildcats were all members of the USMC "Scalpel" team back in the 1990s. Among their alumni were the SAIM commandos that secured the Shiloh Launch Facility, the head of Echo Mirage security, and the first commandant of the CAS Marine Corps. Their reunions must have been pretty interesting.
- Why Sioux Serious

- Wow, thanks for that hot tip. Let me get in my time machine to travel back to when someone cared.
- Magnificent Edward

Wildcats deploy as eleven-man squads, consisting of two five-man combat teams and a squad leader/communications specialist. Each combat team is assigned at least one mage, usually a shaman or summoning adept, and roughly a quarter of the other members will be Awakened or possess special skills in hacking, electronic warfare, or surveillance. In contrast to many of their peers, the Wildcats eschew heavy augmentation, instead relying on their extensive training, esprit de corps, and bloodthirsty reputation to complete missions. They're also not expected to remain Wildcats forever, and veteran operators often rotate back to SDF units to take up leadership and training roles. This diffuses their combat power, but also means the Wildcats could be reconstituted even if every active member was killed.

- Many Wildcats carry extremely powerful foci and alchemical mixtures crafted for their use by militant medicine lodges. The stuff of nightmares made real, if the rumors are to be believed.
- Running with Clouds

Recently, the independence of the Sioux Special Forces has been challenged after several teams were lost while executing special missions during the craziness down in Denver. The Wildcats are blaming OMI, while claiming they have no records of what the teams were doing. OMI is claiming that it didn't order the missions and is hinting that the teams went rogue. And then there's the SDF, who had no idea what either the Wildcats or OMI were doing, and looked like a pack of incompetent fools when the Council of Chiefs demanded a report from the war chiefs. Needless to say, emotions are running high.

- And the other shoe has now dropped. Roger Soaring Owl has been officially recalled to active duty by the Council of Chiefs to take command of the Sioux Special Forces. Why, a suspicious individual might even say this was the plan all along: manufacture a crisis that the Chiefs could use to bring the Wildcats to heel, and simultaneously negate a powerful resource of Sinopa. Nah, that's crazy talk!
- Raygun

- Sinopa's been recruiting in the NAN shadows for years. My take is that a bunch of dead 'Cats with inconvenient ideas about patriotism and honor just means less competition for her personal crew.
- Rigger X

- SDF scuttlebutt is that Soaring Owl was given special remit by the Elders to dig into records of *Wakinyanmaza* ops before the whole Denver fiasco, which had the Wildcats sweating bullets. Maybe skeletons fell out of the closet and teams rushed to tie up loose ends?
- Butteane

- *Wakinyanmaza*? That's Lakota for "Iron Thunder." Sounds like a glam-rock band.
- SxSioux

- Well, *Wakinyanmaza* teams certainly know how to go loud. They're Wildcats assigned to babysit the Sioux's nukes and pack them into the UCAS heartland in the event of war. You know, the tactical weapons of mass destruction everyone knows they smuggled out of Europe after the Euro Wars, but the government plays dumb about because the STC would throw a fit. Super hush-hush stuff.
- Raygun

- Idle hands and all that.
- Why Sioux Serious

CORPORATIONS

POSTED BY: SLAMMER

The Corporate Court doesn't own the soul of the Sioux, but they certainly rent it from time to time. Corporations are given wide latitude of action both under the limited laws of the country and by the population at large—who have not experienced any significant business-related disasters in their backyard. The largest multinationals also enjoy preferential tax status and immunity from some of the more onerous labor laws, despite the Sioux Nation not being a signatory to the Business Recognition Accords. In practice, large corporations are only loosely monitored and enjoy de-facto immunities through negotiation with the government and outright corruption.

- That may be true, but even limited enforcement of the laws is enough to keep all but a handful of the megacorps out of the country. The AAs and AAAs that have stuck their toes in the local market mostly operate in Cheyenne and Casper, where they have even more latitude to be their rapacious selves.
- X-Lander

- Megacorps don't have extraterritoriality, but all large businesses are given significant legal protection and privileges. For example, large corporations can afford to get their security forces licensed and bonded by the SNP. This means they can protect their property with deadly force and operate equipment up to and including light-armored vehicles with only minimal oversight. Corporations are also very difficult to sue, and there is no such thing as a class-action lawsuit in the Sioux legal code. In the end, the Corporate Court seems reasonably happy with the status quo.
- Magnificent Edward

ARES

District HQ: Cheyenne

The average Sioux citizens' perception of Ares has always been complicated, with a mix of suspicion that the company is actually a front for the UCAS military and a genuine appreciation for the quality of their products and front-line approach to dealing with the insect spirits. Their public falling-out with President Colloton actually boosted Ares' reputation in the Sioux Nation, and their presence in the Sioux market has continued to grow. With restrictions on their activities lessened, Ares secured a number of profitable government contracts in the 2073 bid cycle, including a multi-billion nuyen project to launch a constellation of surveillance satellites for OMI and a refit of the SDF air defense network.

- The higher-ups in the Sioux government took the departure of Roger Soaring Owl from his leadership position in Knight Errant hard, though it obviously didn't affect Ares' competitive clout in the country.
- Raygun

- The district manager, Selena Redfoot, is responsible for a great deal of Ares' continued successes in the Sioux nation. Unfortunately for Shiawase and Mesametric, she's too loyal to be extracted and too smart to fall victim to a most unfortunate accident. Some shadowrunners may be called upon to check on her health.
- Magnificent Edward

DOC WAGON

District HQ: Billings

Doc Wagon is the de-facto national health care provider for the Sioux Nation, with full national coverage and a guaranteed response time of thirty minutes or less. The company leases or outright owns most hospitals outside the major cities, giving it a near-monopoly on emergency care services and an unusually large stake in the overall health-care system. Considering the fractured and inefficient system that Doc Wagon replaced, most Sioux are more than happy to have them in charge.

- Doc Wagon emergency air vehicles are a common sight and are allowed to fly pretty much anywhere in the country with bare-bones flight plans. With a Doc Wagon IFF (good luck getting that) a canny rigger can hide almost in plain sight.
- Rigger X

- Their headquarters in Billings is a Tier V hospital that is on the absolute bleeding edge of combining magical and traditional medical care. Up to a quarter of the city's visitors are actually medical tourists, undergoing treatments that they can't get anywhere else in North America.
- Butteane

- The Midewiwin Society medicine lodge has a special partnership with Doc Wagon in Billings. I would be very careful about making any runs on the hospital for that reason alone. Midewiwin are not shy about using combat magic to protect their patients.
- Tachnechdorus

HIGH PLAINS CODING

HQ: Cheyenne
CEO: Daniel O'Malley

Jokingly referred to as "Cronus Inc" due their penchant for devouring other software development firms in the country on the way to becoming an A-level corp, High Plains Coding (HPC) is a recognized leader in several fields, most notably embedded operating systems for a range of consumer goods—most kitchenware runs their code—and pilot programs. Most of their work is under contract for other companies, but in recent years they have expanded their high-profile offerings, particularly with their proprietary NanTek suite having become the de-facto standard for generating nanoforge templates. Although the company is a high-profile acquisition target, HPC has fought off every attempted takeover attempt through convoluted legal machinations, shadowruns, and well-timed financial strategies. Being able to hide behind the armed might of the Sioux Nation doesn't hurt, either.

- HPC has an internship program, but they don't put out job applications or accept résumés. They seek the talent they need and make them offers they can't, or won't, refuse. Some are moved to the Sioux Nation with an expedited Official Citizenship process if there is a risk of re-extraction or their work is very sensitive, but others work from wherever they wish, over (*very*) secure Matrix links. Sweet deal, if you make their list.
- Slice

- Here's a bit of strangeness to consider: Not a single one of their recent talent acquisitions had a family when they joined HPC. And most of them are not programmers at all—they've been actively poaching geneticists, theoretical thaumatologists and mathematicians. The shadows are buzzing with crazy rumors,

but it could be they plan on breaking into the extremely lucrative knowsoft market.
- Metroplex

- You don't program nanoforge templates any more than you could hand-code a genome. Every single one must be "grown" from a set of seed code that is pruned and re-ran over millions of generations. The original seeds come from material recovered from Renraku Arcology. Yeah, feel that chill in the air? The big buzz was that HPC had created new seeds back in 2064, which was thought to be impossible, but they never officially announced anything. Andrew Boyce, the old CEO, "retired" to a consulting position with the firm and is supposedly still the brains behind the nanoforge seed program.
- Raygun

- Digging into this company is like looking into a hall of mirrors. The more you find, the less anything makes sense. The company is good, *really good*, at covering their tracks and throwing out red herrings to keep every snoop busy for the next hundred years. Many Sioux (even those with high positions in the bureaus) think they're an OMI front and give them special perks accordingly, the OMI believes HPC is a personal project of Sinopa so doesn't keep an eye on them, but after a recent hack we learned that Sinopa believes they're a hidden subsidiary of Novatech and is following a trail I learned was a dud years ago!
- Iya

MESAMETRIC

HQ: Laramie
CEO: Marcus Ten-Cloud

This homegrown corporation had been producing construction, agricultural, and military utility vehicles for the North American market for decades before it struck gold with the Kodiak excavation drone in 2058. The Kodiak propelled Mesametric from a profitable minor corporation to a major player in the global construction industry and provided the capital to rapidly expand its markets and product lines. Recent innovations include their pioneering of anthropomorphic work drones (and their associated control software), restarting of magrail locomotive production in North America, and, surprisingly, a new line of electronic warfare thunderbirds and electromagnetic artillery.

- Starting with this year's military offerings, they're offering electronics and weapon systems supposedly developed and manufactured in-house. That's new, and it's not clear where or how they are sourcing the components.
- Raygun

- The new CEO of Mesametric dreams big, perhaps too big. As part of his long-term plan to turn Mesametric into a NorthAm version of S-K, Ten-Cloud has greatly expanded the company's interests in the CAS, including the acquisition of several moribund steel mills and a small marine engineering firm. Not the best timing, considering Mesametric's close ties to the PCC and the ongoing border disputes.
- Turbo Bunny

- On the plus side, both Ares and Saeder-Krupp are busy with their own problems, giving the company breathing room it never had before.
- Cheyenne Sam

WARPDRIVE SYSTEMS

District HQ: Denver

A small company with a long history in the Sioux Nation, Warpdrive Systems is the second Matrix company founded by the renowned entrepreneur and programmer Steven Ridgemont. His first company, FTL, was bought out from under his and the Bureau of High Technology's nose over a decade ago, but the canny dwarf has not rested on his laurels. Ridgemont is one of the few people who can legitimately claim to have benefited from the Denver upheaval, as he is now in de-facto control of the Anasazi Holding Company (AHC), a financial vehicle created by Ghostwalker to fund his university projects. Unfortunately for Ridgemont, AHC was filled with assets that Ghostwalker seized from Aztlan during his takeover. So far, the Azzies haven't pushed their luck trying to reclaim what remains, but it's only a matter of time. With Ghostwalker unable or unwilling to force them out Denver a second time, Warprive is in a tenuous position.

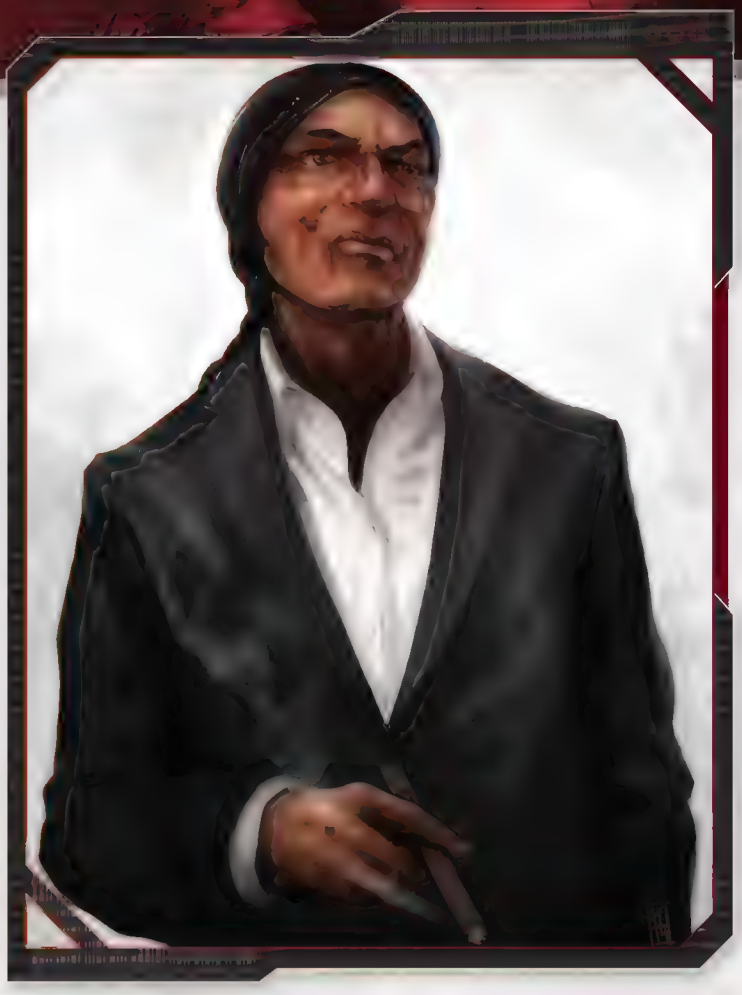
- Ridgemont is a major benefactor of colleges in the region and is a rare example of someone who commands considerable respect both within the Sioux hacker community and the Bureau of High Technology. He's been leaning on these contacts pretty heavily in the last few months, working angles to protect his investments before Aztlan starts to throw their influence around.
- Slice

- Warpdrive Systems has a large number of technomancers working as spiders. This isn't because Ridgemont goes out of his way to recruit them; he's actually ambivalent about technomancers since there's no easy way to reverse engineer or commercialize their abilities. But compared to the exploitive or downright murderous attitudes of other companies, Warpdrive looks like the Promised Land.
- Lawnfellow Mobo

WIND RIVER CORPORATION

HQ: Laramie
CEO: Franklin Wirasaup

The largest business sector of the Sioux Nation's economy is agriculture, and the Wind River Corporation (WRC) is the biggest player, having bankrupted and absorbed most other agribusiness interests in the country after their massive hydroponic and aeroponic facilities came online



in 2062. Although it has not applied for status with the Corporate Court, WRC would be classed as a multinational, with operations in most NAN countries and wholly owned subsidiaries in the Caribbean League and Amazonia. Within the Sioux Nation, it operates five massive hydroponic/aeroponic facilities that grow everything from genetically enhanced wheat to pineapples, and it touts a string of successful patents and technology innovations in high-density farming that are widely licensed throughout the world. These complexes are heavily automated and environmentally sealed, allowing them to grow crops year-round, free of diseases, harmful insects, and the notoriously fickle Sioux weather.

- For the last decade WRC has been investing in acquisitions of agri-businesses and farming rights in the Salish-Shidhe Council, Athabaskan Council, and California Free State. It's only a matter of time until they go toe-to-toe with Horizon and Aztechnology on the world food market, and they're going to get their noses bloodied without the Sioux Defense Force underwriting security.
- DangerSensei

- Genetique, the core of the Azzies' agricultural empire in the AMC, is on the hit list for WRC ops, but the local tribes are less than enthusiastic about a Sioux company getting their hooks in the country. WRC would normally have good intelligence on Aztechnology's defensive plans through an arrangement with Henequen Enterprises, but their "friendship" has cooled recently.
- DM

- WRC's superstar executive research director, Martin Darkhorse, is responsible for their spat with Henequen. Darkhorse nurses a grudge with the dragon for sinking his old company, and Franklin may have to personally step in to patch things up between the two super-sized egos.
- Slice

- Wirasaup's company is a bigger fish on the world stage than many suspect, and his influence only grows as the megacorporations stumble from one food security disaster to another. Once he gets permission to openly operate in the UCAS and CAS, WRC will be impossible to ignore. That means the big boys will be forced to try to bring the hammer down sooner rather than later, even if it means a disruption in North America's food supply that will make the disasters at Borinquen look minor.
- Lanchek

THE SHADOWS

Tribal allegiances, a small national population, and a robust legitimate economy mean that there are not as many cracks to crawl into or shadows to hide in within the Sioux Nation. It also means that corporations don't have the same level of paranoia regarding freelance troublemakers, or a large enough talent pool that would let them get away with double-crosses.

- The underworld of the Sioux Nation isn't the biggest around, and many local runners know each other personally, to some degree; outsiders will need to navigate the web of friendships and rivalries before they make any hires. The tribe of shadows also looks after its own—if only for the cynical reason that you might need that particular runner's expertise for a job down the road.
- Cheyenne Sam

- Looks after our own? I think you mean "rat out our own." I don't trust a single one of you fraggers.
- Miles Mayhem

- Are you *still* holding a grudge about that? Pro tip: Don't start a Tamanous franchise in my hometown and try to play the tired "it's just business, chummer" card.
- Magnificent Edward

LAKOTA MAFIA

The largest and most influential crime syndicate in the country is the *Tiošpaye* (simply "extended family" in La-

kota). Usually referred to as the "Lakota Mafia" due to their superficial resemblance to La Cosa Nostra's organization, the "family" is a ruthless criminal empire forged from disparate group tribal gangs, originally to protect themselves from the depredations of outside syndicates. The Lakota Mafia focuses on controlling the extremely lucrative smuggling routes through the country, but they also have an interest in everything from gambling and prostitution to software piracy and paydata brokerage.

Under the leadership of its founder, William Whiteclay, the Lakota Mafia had a strict code of honor, which limited their dealings in the drug and BTL trade. But the organization got a major reorganization when William was killed—poisoned, decapitated, shot, heart attack, pick your theory—during the tempo wars a few years ago. The family business was taken up by his son, Charlie, who had his own ideas on how to run and expand a major criminal syndicate. Charlie is far more savage and less discerning about sources of profit than his old man. If there's nuyen to be made, no matter how depraved the means, Charlie is happy to stake a claim.

- The old man was vicious when necessary, but he had a sense of honor and reined in the gang when he thought they might cause actual harm to the nation. Charlie doesn't care who or what gets destroyed as long as his fortune keeps growing. Nothing is off limits: tempo, BTLs, snuff personafixes, buffalo poaching, you name it. Charlie would sell his own mom to an insect shaman if it paid market price.
- Lanchek

- Sinopa used to have a working relationship with the Lakota Mafia, trading information for legal cover, but Charlie isn't the cooperative sort. The agents she sent to scare him back into her web wound up in plastic baggies dropped on OMI's doorstep. But until she finds a way to get rid of Charlie and put a more amenable gangster in charge, the Sioux police will learn the hard way what dealing with *real* criminals is like.
- X-Lander

STREET GANGS

The Sioux do not have as many, or as violent, predators of its concrete jungles as other nations, but it has its share of the young and the rebellious that form themselves into gangs to terrorize neighborhoods with drug and BTL smuggling, robbery, and professional thuggery. The law is surprisingly lenient about "displays of youthful exuberance," and most gang members end up getting real jobs and becoming semi-productive members of the citizenry. Enforcement takes a harder line, however, on what are broadly defined as "terrorist acts," so most gangs stick with what they call "counting coup," which means a quick beating or petty vandalism, and then they'll move along to harass or rob someone else. Usually.

- Some gangers have done their SDF stint, so be aware they may have somewhat better marksmanship and small-unit tactics than you are used to seeing in petty crooks.
- Cheyenne Sam

GO-GANGS

Dozens of go-gangs, ranging in size from a handful of members to hundreds of bikers organized into quasi-family bands, claim the Sioux roads as their turf. Many of the rank-and-file are weekend warriors, otherwise law-abiding middle-aged corporate drones and kids who raise hell on vacation by smuggling small packages and harassing citizens, but the core members of the club are always neck-deep in drug running, kidnapping, murder for hire, and gun smuggling on behalf of one of the major syndicates. To them, the hangers-on are simply disposable bodies they can throw in the way of trouble.

Don't underestimate their capabilities—many go-gang leaders are retired SDF riggers who are capable of organizing their crews to tackle even the SNP if necessary. The savviest gangs are more than capable of setting up counter-roadblocks and hacking police communication networks so they can perform dangerous stunts or shakedown motorists in peace.

- The largest go-gang is the Concrete Sidewiders, one of the few pan-tribal gangs. They control the entire stretch of I-80 and kill any competitors who challenge their claim to that stretch of blacktop. Who leads the Sidewinders? Good question.
- Miles Mayhem

- The Sidewinders are relatively innocuous, compared to mobile rippergangs like the Redjackets who cruise I-90. Sidewinders avoid dealing permanent damage to vehicles when counting coup and are (outwardly) patriotic. Locals find them a colorful, if annoying, part of the landscape, and the SNP turns a blind eye to their more outrageous traffic-stopping sideshows. The Redjackets occasionally get so out of hand they have to call in the SDF. But somehow they keep attracting new members to replace their losses.
- Lyran

When in large groups, Sioux go-gangers become famously unruly, turning off ID broadcasts and hiding their features to do their own version of counting coup—riding down the highways at maximum speed and marking passenger vehicles and trucks by smashing windows, slashing tires, or by pulling off ridiculously dangerous stunts and riding into oncoming traffic. The most violent gangs take even bigger risks, firebombing motorists or businesses while dodging civilian small arms fire in order to draw out response teams so they can truly test their skills.

- Several million tons of cargo travels through the Sioux Nation each year on its way between the western NANs and UCAS.

What can't be flown or shipped by rail ends up on caravans of automated trucks that travel back forth across the Great Plains like great herds of metal mules. Occasionally you hear of a go-gang who vanished in a hail of bullets and magic when they underestimated the corporate HTR teams that monitor these convoys. Don't be a statistic if you plan on robbing one.

- Rigger X

HENEQUEN ENTERPRISES

Owned by a dragon, watched by a fox, and employing the most dangerous vipers this side of the Mississippi. The feathered serpent Henequen got his scaly ass booted out of Denver years ago, but he found a second home in Cheyenne and didn't waste any time sinking his claws into the underworld. Though based in the Sioux Nation, as far as anyone can tell the dragon's real interests lie in reclaiming his lair in Denver and attacking Aztlan interests whenever possible. Considering the low opinion that most Sioux have of both Ghostwalker and Aztlan, even OMI didn't seem to mind him taking up residence.

- There was that little issue of him pretending to be a human and having forged citizenship papers. I guess the Sioux didn't get the memo about making deals with dragons, because that's exactly what they did.
- Slice

- True Sioux don't obsess over every twitch of a dragon's tail like the Anglos. They're just another group of foreigners with dreams of oppressing our people and stealing our land.
- 17-321

Legally speaking, Henequen Enterprises is a diversified minor corporation that specializes in temporary staffing and organizing internships for Sioux citizens looking to work outside the country. Pretty milquetoast stuff, and boring enough that it's hard to get the media interested in taking a closer look. In the shadows, the dragon operates a brokerage service matching shadowrunners with Johnsons, maintains a payment escrow system, and runs the largest fencing ring in the region for stolen goods and paydata. Everyone with two brain cells to rub together knows Henequen is using both his legal and illegal operations in the country as some sort of front to plot against Ghostwalker and continue his one-dragon crusade against Aztlan, but I doubt anyone knows how far down the rabbit hole he can reach.

- You can't argue with success. Henequen is as close as you can get to a neutral third party in the Sioux, and he's as one dimensional in motives as a dragon can possibly get. He's built a solid reputation as a fair dealer and hasn't double-crossed anyone who lived to tell the tale. Which is a damn sight more than I can say for some of you snakes.
- Miles Mayhem

- Henequen doesn't *directly* control the various Matrix shadownets, but he makes it his business to know everything that's going on in them, including Darknet. It's no secret he's interested in acquiring contacts and informants in the foreign nets, particularly Amazonia and the PCC. Those with Aztlan connections need not apply. Or, well, you *can* apply, but I wouldn't want to place bets on surviving the interview process.
- DM

- I would pay a bit more attention to how Henequen is using his legitimate business to draw in and employ Anglos. By bringing them under his wing he also influences their family and friends. He's been working on this for over a *decade* chummers, creating his own personal army based out in the Black Hills.
- 17-321

- Private dragon army? Guess I didn't get the membership application!
- SxAnglo

- Army of Anglos or not, he's certainly up to *something.* The open question is whether it will take another decade for his plans to come to fruition, or if the recent dragon infighting is going to force his hand. Certainly Ghostwalker and Aztlan have never been more vulnerable, but Henequen hasn't lifted a claw yet.
- Cyclone

- Oh?
- Henequen

- Ha ha. Very funny, Iya.
- Turbo Bunny

- Not me. But I would hope a dragon would be a little more circumspect.
- Iya

RUNNING START

Good news, chummer! The Sioux shadow community has new openings for talent, including exciting freelance positions in metahuman resource management and tactical economics. Several teams got themselves forcibly retired or found greener pastures after the latest shenanigans down in Denver, but you're too smart and skilled to be worried about that, right? Right! Here's a few of the latest milkruns posted to Darknet that a group with your inestimable talents should breeze through:

- An outside party wants a full listing of the names and SIN's of the employees of Henequen Enterprises. Might be the serpent testing his own security, Ghostwalker preparing to slap the claws of the impudent newt, or one of the criminal syndicates needing intel. Who cares, the nuyen is worth the risk!
- The old head of the OMI, Sheila Wolffriend, has poked her head out of whatever rock she was hiding under for two decades. She was last sighted in Seattle meeting with—depending on the source—aliens, producers for a tell-all trideo series, a Corporate Court troubleshooter, the UCAS DIA, or one of Sinopa's deadliest agents. She's uncharacteristically brazen, and several old grudges will pay handsomely for a gruesome end to her mysterious new career.
- A light plane just crashed about thirty kilometers west of Missoula, and two Sioux Johnsons are already offering competing jobs. The first wants the site turned into a crater and every survivor and witness dead. The other wants the cargo recovered and delivered to an empty shed outside Helena and every survivor and witness dead. The cargo? Some chained-up drekhead from Tsimshian. Both Johnsons assure me that "it" was drugged and on ice from a Hibernate spell. Scout's honor.
- In a shocking turn of events (this is my shocked face), Mary Cat Dancing has jumped ship from Shiawase to take a position with Aztechnology as an advisor for the Third Denver Treaty negotiations. Shiawase would like a civic-minded group to escort her back to their property so they can properly discuss the particulars of the corporate non-disclosure agreement and health plan. If that's not possible, they would like her to give them a hand with some unfinished work. In particular, they want her left hand (wrist optional) with all the jewelry intact and untouched.
- The small Anglo community in Lincoln (about an hour's drive northwest of Helena) hasn't bothered anyone in years, but someone has been bothering them. One of their "arts and crafts" groups (talisleggers, for those who need it spelled out) has gone missing in the mountains to the north. It may be a group of poachers or drug smugglers operating in the area, or perhaps one of the various aggressive Awakened critters that find the unsettled magic to their liking. Lincoln isn't taking any chances and will pay in advance for some armed reconnaissance. They'll also arrange traveler's visas and weapon permits if you're coming from the SSC.
- A Johnson, who claims to be a PhD student at MIT&T, needs some data on the Shoshoni Hydroponics Farm. Specifically, any and all files related to their aquaculture project and its nitrification system (i.e., their bacteria). Pay is terrible, but you can pat yourself on the back for helping either a budding scientist or some low-level corporate spook in desperate need of a more interesting job.
- Our wonderful and wise Council of Chiefs has a new opening for the Chickasaw representative after an unreported case of 9mm lead poisoning. The most likely person to get the job is Harold Fox Black Shield, current head of the Resource Management Bureau (and former shadowrunner—hi Iris!), as the other Chickasaw nominees are busy stuffing skeletons back into closets and stitching up loose lips. Black Shield's lovely wife is an Anglo corporate executive working for Horizon (and often travels to the UCAS, no less!), so you can imagine his consternation when the OMI started asking some rather threatening questions about his loyalties. He's looking for a few discreet but heavily armed troubleshooters to tear up a bit of our Spider-in-Chief's web by going after one (or more, he's not picky) of Sinopa's relatives as a warning to frag off. None of the Chiefs has dared challenge Sinopa before, so the shadows are buzzing as to what will happen next. Buzzing, yes, but they'll let foreign talent have the lead in case it all goes south.
- The go-gangers who roam Route 90 have made at least one motorist or company exceptionally unhappy. If you're an aspiring road warrior, all you have to do is follow one of the automated road caravans from Rapid City to Billings—specifics to be forwarded after your rep checks out—and kill or disable everyone who takes a crack at it. The job poster assures us that miscreants will have a keen interest in the caravan, and the local SNP patrols will be conveniently indisposed, so pack extra ammo. As a personal incentive, I'll have 100 kilos of the finest Kobe beef delivered straight to your door if you cripple or kill at least five members of the Redjacket go-gang during the trip.
- Interested in smuggling anti-aircraft missiles to the Manitou rebels in exchange for hand-rolled cigarettes? The job is simple: Pick up the missiles that "accidentally" fall of the back of a nondescript Sioux Army truck you're told to watch outside of Helena. Take the sealed crates up to the AMC border, across from Medicine Hat, and wait for the daisy eaters to show up. Straight trade, missile case for cigarette case. Take the smokes back down to Helena and let them fall out of the back of your truck. The circle of life is completed, and you'll find a fat paycheck waiting in your account. One catch: tobacco smuggling carries a sentence of fifty years to life in the Sioux Nation, and the AMC has threatened to strike at rebel camps across the border even if it pisses off the SDF.
- It turns out the Sioux are not the only ones concerned about events in Yellowstone. Gaeatronics and the Shoshone-Bannock tribe in Idaho Falls have chipped in several million nuyen to hire freelance "field research assistants" who may happen to wander into the park. You'll be planting seismic sensors, guarding geologists, mapping locations where longqi has appeared and taking hyperspectral readings of soil samples in between fending off enraged elemental spirits and hiding from SDF patrols. Oh, and if a few vials of water from Yellowstone Lake find their way into PO Box 2912C at the Butte Post Office, you may be owed a favor or two by friends in low places.

GAME INFORMATION

TIMES CHANGE

Shadowrun is a dynamic setting in which time marches on. Plots unravel. Key players retire or get themselves killed. Entire nations have been swallowed up and cast down. The Sioux have endured, but even they must adapt to the fickle winds of fate.

THE WORLD HAS CHANGED

The Sixth World was always subtly different from our own, with shadowy forces from long-forgotten ages meddling in the affairs of mortals while they waited for the world to inevitably turn in their favor. Places and people that did not exist in our history made their marks long ago, and the fate of tribes and nations was changed. This book can be a useful guide and a reference, but in the end the gamemaster is free to decide exactly how his or her Sioux Nation lives and breathes, what tribes populate it, and the traditions they follow.

THE LAND HAS CHANGED

The cultural and political landscape of North America has irrevocably changed in the half-century since the arrival of the Sixth World. Keep in mind that when your shadowrunners cross the border into the Sioux Nation they are not in Colorado or Montana, and it's been generations since people knew those names as anything but footnotes in history books or names on old buildings.

For example, Cheyenne is a metroplex of almost two million citizens that grew rapidly as the capital of a new and powerful nation after the United States fell apart in 2018. Helena is not a state capital; it's a large city near the borders of two friendly trading partners, through which thousands of tons of food and manufactured goods pass each year. From Great Falls you can see massive mana storms roiling the skies to the north, raining down hail or purple flames on the countryside. Yellowstone seethes with magical power that the nation's shamans seem helpless to control, and strange things skitter and leap in the forests of the Rockies. This is the Sixth World, and things can be quite strange in these shadows.

THE SIOUX NATION HAS CHANGED

The Sioux Nation has changed since it was described in *Native American Nations, Volume 1* (set in 2052) and *Shadows of North America* (set in 2062). The Sioux have rarely been troubled by the tempests that rocked their neighbors and were content to stay in their borders and extend helping hands to their NAN brothers and sisters, asked for or not. But with the events in Denver exposing the powerlessness of the Sioux Nation against new Sixth World threats, and old allies revealed to be fair-weather friends, the Council of Chiefs is faced with a political dynamic they no longer understand and cannot control. Their advisors, the shamans of the Council of Elders, are consumed by their internal politics and schemes to control the nexuses of power in the country, even as vengeful spirits and corrupted magicians glut themselves on the uncontrolled power flowing into the land.

LOCATIONAL QUIRKS

The following are optional special rules that can apply to runners operating in the Sioux Nation.

TALISLEGGING

The Sioux Nation is awash with magical power. Much of this is "flared off" in dramatic mana storms and other displays, but some of the wild magic flows into the land itself, making the country one of the richest sources of telesma on the planet. After collecting a dram of telesma from a location near a site of power, the land renews itself in one day (see p. 316-318, *SR5,* for additional rules). Some locations, such as the area within Yellowstone, renew even faster. On the downside, the telesma may have undesirable side effects, and they rest in areas crawling with nasty critters.

THE GRID

Although under military command, the Sioux demi-GODs are completely under the thumb of the Grid Overwatch Division and work in total cooperation with their cousins in other countries. Standard rules apply for building an Overwatch Score (p. 231-232, *SR5*), despite government propaganda about Sioux sovereignty over their grids. The gamemaster may play with this expectation when internal machinations within the government temporarily disrupt their cooperation with the Corporate Court, and it could mean that a separate Overwatch Score would be calculated for actions on the Sioux grids. The threshold for demi-GOD intervention (p. 232, *SR5*) may also vary in the Sioux Nation, depending on the security situation and current quality of conscripted G-men, from as low as 30 to as high as 50.

FALSE FACES

The use of sacred masks for rituals has been widely adopted by Sioux medicine societies, including those that traditionally did not use such artifacts. The most famous users are the False Face Society, but few have their level of reverence for the masks themselves (see p. 81, *Threats 2*). The Great Ghost Dance Prophet himself pioneered the use of power foci in the form of masks, but many consider this a perversion of their traditional use as Spellcasting (Healing) foci.

Foci masks are made of wood and are elaborately carved and painted, but masks made of woven grass

or cornhusks are used in alchemical preparations. Mundane masks in traditional styles are worn by professionals during certain functions that mix practical and ceremonial roles. For example, Sioux doctors often wear a healing mask when conducting physical exams, and a building inspector may wear a spirit mask and burn sweetgrass when conducting a building inspection. For the Sioux it is common sense to be aware of the Awakened world at all times; wearing masks is a way to ensure spirits take note of the respect people have for their influence.

SIOUX SHADOWRUNNERS

A Sioux shadowunner is a little different from her teammates and competitors in Berlin or Seattle. At a minimum, her perspective and operational experience will reflect the traditions of her tribe, the relative peace and prosperity of the Sioux Nation, and the particular quirks of the regional shadow community. Standard game rules apply, but the following backgrounds and roleplaying suggestions help create a distinctly Sioux runner.

SIOUX OFFICIAL CITIZENS

Official Citizens have the SINner (National SIN) negative quality (p. 84, *SR5*). They may not enlist in the SDF or acquire the highest levels of national security clearance, but they are also exempt from compulsory service and free from the most onerous extra-legal monitoring by tribal authorities.

Most tribal Sioux, Awakened or not, have a guardian spirit discovered, or simply selected, during their youth as a part of coming-of-age ceremonies. Though mentor spirits do not directly interact with non-Awakened, the Sioux consider it obvious that they still try to help and direct the lives of those they favor. In return, the Sioux honor their guardians by offering prayers, wearing items sacred to the spirit, giving thanks to their guardian after particularly auspicious events, and engaging in a taboo against harming any animals connected to the spirit.

To reflect this, players may wish to select a mentor spirit (usually an animal) for Sioux shadowrunner characters that corresponds to their personality. There is no benefit or drawback to this for mundane characters; they do not purchase the Mentor Spirit quality, but at the gamemaster's discretion, the spirit may show its presence when Edge is expended, or color the interpretation of other positive qualities.

STYLE

"Casual wear" for a Sioux tends to be more militaristic than in most countries, and the relaxed weapon laws mean that you'll see most adults packing firearms and large knives even at family get-togethers and in high-class restaurants! It can be difficult for an outsider to understand, but Sioux consider themselves a nation under siege. Citizens do not pack assault cannons for a visit to Stuffer Shack, but being armed and armored at all times is not unusual. Armor jackets and lined coats (p. 437, *SR5*), usually made with real leather (p. 436, *SR5*) and decorated with tribal motifs or abstract imagery of their guardian spirit, is the go-to armor for shadowrunners and citizens alike. It's ubiquitous, relatively inexpensive, and still stylish enough to not detract from a professional appearance.

Sioux avoid synthetic fibers, and genetically engineered cotton and linen is quite cheap. This also means that Sioux clothing lacks many of the embedded electronics and features found elsewhere, such as haptic feedback or electrochromic threads (p. 437, *SR5*). Cattle- and bison- hide leather is inexpensive, but there is a strong demand for more exotic vatgrown or imported leathers as well. Oddly, synthleather tends to be more expensive in the Sioux Nation, because only exotic styles will stand out. Typical daily wear for a Sioux consists of cotton or linen shirts with collars and denim pants. Hats are not generally worn, even in inclement weather. Leather cowboy boots in various cuts and styles are the most distinctively Sioux footwear, but many prefer to wear moccasins or even go barefoot indoors. Cyberpunk staples such as mirrorshades, black polymer armored jackets with glow panels, ripped faux-leather jeans, and combat boots are only worn by hardcore go-gangers and attract unwanted attention from the authorities. Wearing telesma in the form of jewelry, even if not Awakened, is common, particularly those created from uncut gemstones and bones from the runner's totem animal. These are usually in the form of beaded necklaces and woven bracelets, many worn since childhood coming-of-age ceremonies. Perfumes and cosmetics are frowned on by the Elders and the older generation, but they've made a huge comeback in recent years, much to the disgust of traditionalists.

Sioux tribals frown on body piercings and ostentatious metallic jewelry, so Anglos have adopted elaborately engraved silver rings and earrings as a subtle stylistic rebellion; the more jewelry, the wealthier the Anglo considers herself. Scarring is acceptable body ornamentation for tribals and Anglos alike, and walk-in clinics can add or remove even the most elaborate patterns of scars without pain. Sioux, though, tend to avoid visible scars on their chest, unless acquired from legitimate participation in a Sun Dance ceremony.

Facepaint and elaborate cosmetics are avoided except for ceremonial purposes, but Sioux shadowrunners often have elaborate pre-run rituals carried over from their SDF training that include donning war paint in traditional tribal styles. Facial tattoos are no longer in style except among members of the Eastern tribes, but faint tattoos on the legs and arms in circuit patterns are the latest rage among U of

C students. In a tradition dating to the Ghost Dance War, supposedly introduced by Daniel Howling Coyote himself, many medicine societies etch elaborate tattoos using red ink on the soles of their shaman's feet during Initiation, though the significance behind it is lost.

Sioux, and Sioux Anglos, generally avoid hats (even the SDF does not issue service caps) and wear their hair long, woven into braids, or held by small metal or bone clasps. Short hair is considered a sign of penance or self-denial, which is officially why SDF personnel of both sexes are required to keep their hair closely cropped. The old Mohawk tribal style, in which all but a square patch of hair on the back of the head is physically plucked out, without anesthesia, is a popular alternative, especially as regenerating the hair follicles is a walk-in medical procedure.

Active-duty SDF personnel wear "honor feathers" woven into their hair for special occasions. These are specific combinations of bird feathers and beads awarded by their peers and warrior society leaders for acts of conspicuous bravery and exemplary performance at elite training courses. These are not official awards but are more prestigious than actual medals, and they are carefully preserved and stored when the warrior returns to civilian life. An unofficial system has arisen to distinguish these military honor feathers from similar civilian and gang customs, such as only Wildcats being given the privilege to wear eagle feathers. Ghost help you if you are caught wearing honor feathers you're not entitled to.

LANGUAGE

Most Sioux are bi- or even trilingual, with English as the primary language as it has been nigh impossible to adopt a common Amerind language that the Elders and Chiefs can agree on, though each tribe provides incentives to learn their traditional tongue. Those who learn a third language often do so for business or military reasons, with Japanese, Nahuatl, and Salish being the most common. Many tribal languages are reconstructions, having been poorly documented or extirpated long before the Ghost Dance War, which has resulted in violent confrontations between bands that champion their own, "purer," version of the ancestral tribal tongue.

Found Languages: Sixth World languages such as Or'zet and Sperethiel are rarely spoken in the Sioux Nation, and even the University of Cheyenne does not have instructors on-site. However, many Sioux, particularly shamans and ultra-traditionalists, are fascinated by the Sasquatch language despite only a handful actually living in the country. In the popular imagination Sasquatch is thought to be the precursor for all regional Amerind tongues. Many prominent Sasquatch language researchers are Sioux, and breakthroughs are widely reported and commented on.

Siouan Dialects: Although they are closely related, the Sioux tribal dialects are now mostly mutually unintelligible and are thus considered separate languages. The three most common Sioux dialects are Eastern Dakota, Western Dakota, and Lakota.

Sioux Streetspeak (*ka-ne-tsv*): Most Sioux Nation citizens are familiar with a regional lingo (p. 150, *SR5*)—actually a borderline creole—that combines English with borrowed elements from various tribal dialects, Spanish, and Japanese. Sioux refer to this as *ka-ne-tsv,* a Cherokee term for "spoken word."

Milspec: The technical military jargon used by military personnel is spoken by the SDF training cadre and other long-service professionals. Most conscripts quickly forget the specifics after they return to civilian life, but elements of Milspec are part of friendly banter in Sioux Streetspeak.

PREJUDICE

Sioux have a well-deserved reputation for tolerance of metahumans and many Awakened non-sapient critters, but they are equally famous for their disdain of non-Sioux. In addition, the Sioux Elders and national media promote a stark black-and-white view of certain Sixth World phenomena, with critters and metahuman variants originating from outside North America categorized as alien or invasive—Awakened critters such as the agropelter are shot on sight for this reason. Most Sioux are also intense-

SIOUX TRIBALISM

Political disagreements with the Sovereign Tribal Council, blamed on regressive or even traitorous elements in the other NANs, and the recent setbacks in the Sioux's position with the Denver Treaty renegotiations, have inflamed nationalist sentiment and strengthened the isolationist and unilateralist tendencies in the Council of Chiefs and the population at large. The politics, traditions, and styles of non-Sioux Amerinds were never held in very high regard, but now it shades into outright condescension. This has consequences for visitors to the Sioux Nation that don't make a point of trying to blend in and parrot the jingoistic consensus.

By default, treat Sioux NPCs as suspicious (see the Social Modifier Table, p. 140, *SR5*) of foreigners in general, and hostile to anyone from Aztlan or the UCAS in particular. Sioux consider themselves courteous to a fault, so this disdain will usually manifest as passive aggressiveness. For example, an outsider's regalia will be subtly mocked as "quaint" or "cute," UCAS visitors will be lectured on the excesses of the old U.S., and the police will patronizingly remind Aztlan visitors they're now in a civilized country and need to obey the local laws and refrain from "excessive" displays of piety related to the Path of the Sun. In general, visitors will find the average Sioux spectacularly uninterested in their opinions on cultural or political issues.

ly nationalistic, and many hold (at least according to the standards of other Amerinds) a dangerously literal interpretation of the guidance espoused by the Great Ghost Dance Prophet. Even Sioux shadowrunners, with their more cynical view of the world, often possess the Prejudiced negative quality (p. 82, *SR5*) against Anglos or a specific rival tribe as a specific group, or all non-Sioux for a common group. Racial supremacists are far less common, and bigots of that sort usually leave the country. The only "racial" intolerance that is not considered unusual is against those with SURGE mutations. The Elf Poser and Ork Poser qualities will just confuse most Sioux, as they won't understand why one metatype might want to pretend to be another.

BACKGROUND

Most Sioux shadowrunners are from a tribal background, if only because that is the majority of the population. The tribes form strong sub-cultures within the greater Sioux Nation and can be an intrusive force in their member's lives through peer pressure and legal enforcement of traditional customs. The shadows provide freedom from family and community obligations, and the ability to choose one's own job and destiny without tribal elders breathing down your neck. Not every tribal shadowrunner cuts ties to their extended family, and those that do often find the world an unexpectedly cold and hostile place.

A surprisingly large number of runners also come from the Anglo community; the impoverished and dispossessed descendants of the U.S. and Canadian citizens who could not, or would not, leave their lands or find a coincidental relation to the winners of the Ghost Dance War. Confined to the rural hinterlands and excluded from many jobs, the Anglos have found ways to make a living in the cracks of Sioux society, a shadow tribe of not-quite-accepted Official Residents that is often overlooked and underestimated by their proud neighbors. Semi-legitimate Anglos are the unsung heroes of the shadows who maintain the logistic networks for the smuggling routes and act as neutral middleman for each tribe's criminal community. Not surprisingly, some find themselves moving even deeper into the shadows in search of bigger scores or the opportunity for payback at their Amerind oppressors.

STEREOTYPES

Sioux runners are often typecast as the "uptight tribal with a chip on their shoulder" by other shadowrunner groups. This isn't always an unfair assessment, as a lifetime of heavy propaganda, excellent quality of life, and strong social bonds tends to give most Sioux a rather arrogant attitude when dealing with outsiders. Exacerbating the stereotypes, a string of popular semi-documentary/quasi-reality trideo and simsense programs that dealt with shadowrunners picked up on these quirks when they developed their token "Amerind runner with a heart of gold and mysterious affinity for one-man Ghost Dances." Now, everyone expects the Sioux runner to be a prickly superpatriot always ready with a putdown about the local politics, and a comical rivalry with their best-friend/romantic interest UCAS-born teammate.

Another popular stereotype, this time much less grounded in truth, is that all Sioux runners have a background in the military or warrior societies. Most Sioux citizens have basic training in guerrilla tactics, due to their service obligation and paramilitary classes in school. But the majority of citizens will be hard-pressed to remember any useful skills from their training after a few years, much less have found the time to be selected for initiation in an elite warrior society or take refresher training in the active reserves. Even so, many outsiders expect a Sioux runner to be able to field strip sniper rifles blindfolded, know the best way to wire a bridge for demolition, and have insight into organizations such as the Wildcats even if her job during the year of service was moving boxes around a warehouse. This can also be a sore subject for Anglo Sioux, as they are barred from serving in the military.

ARCHETYPES

The runner community in the Sioux is not deep, but it's broad. Outcasts and misfits to the last, there's probably a Sioux runner somewhere in the country who meets the criteria of any published archetype. They may, however, be based in the boonies and living in a converted missile silo without Matrix access.

Face: Many Anglo Sioux find themselves drawn to the face role. After a lifetime of working the angles and avoiding the unkind attentions of the tribal police forces, they know exactly what traditional narratives to milk, and what stereotypes they can use to their advantage. Tribal faces were often groomed as a peace-talker and communications specialist, expected to ensure that the dirty secrets of their people remained secret, or that any embarrassing incidents were shrugged off with a smile and carefully-worded press release. More than one has become disgusted at the behind-the-scenes compromises and ethical failings of their tribal leaders.

In either case, the Sioux face will be just as skillful in negotiating in a corporate boardroom as they are in a sweat lodge, and adept at adjusting their accent, demeanor, and wardrobe to fit in both at the capital metroplex and the small towns that dot the countryside.

Spellcasters: Sioux Awakened are expected to live a life of asceticism in the service of the nation and the tribes. Those who follow the path of the shaman are removed from their families and tribes, often after elaborate parties and sending-off ceremonies, and sent to remote medicine lodge lodges in order to learn the skills of the healer, the prophet and the spirit-talker. The shaman is revered but also excluded from many social activities, for fear that dealing with mundane trivialities and modern society will dampen their powers and taint their spiritual purity. The lodges keep a close eye on their members, sometimes to the point of forced confinement if there is the possibility of defection to another lodge or signs of disloyalty.

Hermetic magicians are valued for their abilities, but treated as irrevocably tainted by Western paradigms and logic. There are no medicine lodges for hermetics or joyous celebrations when their abilities are discovered, only disappointed looks from family and sterile corporate-sponsored training camps to prepare them for a life as tools wielded by the Sioux Nation and its business partners. The steady brain drain of talented hermetics to the PCC and even the UCAS is viewed with alarm by the Council of Chiefs, but there is little even they can do against entrenched societal prejudice and the Elders' hostility.

Sioux spellcasters who tire of the expectations forced on them by others find that in the shadows they can be free of onerous obligations and the iron grip of the Sioux political elite. They also find that life outside the corporations and the medicine lodges can be difficult, as the authorities take a keen interest in the activities of freelance Awakened and their business associations. Even so, there is no shortage of work for those with magical talent, and the lack of any distinct regulatory and licensing system means that even expatriates from other countries can find a place in the grey- and black-market sectors.

LICENSED MAGIC

There are no magic licenses (p. 367, *SR5*) in the Sioux Nation. Being Awakened is considered a gift by the Sioux, and the Elders ensure that it's almost impossible to fetter those so blessed with mundane regulations. However, being a recognized mage who can charge for her services does mean acquiring the equivalent of an occupational license (e.g., a certification from your shamanic lodge or a hermetic thaumatological degree). The licensing procedure is simple; even non-Sioux mages can be licensed in a day or two if they have a clean criminal record. Awakened occupational licenses include a limited right to collect telesma for personal use from public areas, but strictly speaking, talismongering falls in a legal grey area and enforcement varies on the whims of the local SNP.

Combat spells do not require a spell weapon license as of 2076, due to deadlock by the medicine societies regarding outside knowledge of sacred and secret practices, and strong resistance by the SDF to dealing with the significant administrative overhead it would entail. The equivalent of a spell weapon license is required for every mental Manipulation Spell, as these are viewed in a very poor light by the Elders (as a sometimes necessary evil, but avoided as an investigative tool by right-minded mages). Foreigners caught using Manipulation spells face the full force of draconian espionage laws.

Decker: Software development and Matrix-enabled information-processing services are the second-largest component of the nation's economy, and even the agricultural business is heavily automated. Competent programmers, security specialists, and data miners never lack for a job in the Sioux Nation. It's also one of the few respectable job markets open for Anglos. Demand far outstrips supply of qualified citizens and official residents, keeping wages and incentives high. Plush opportunities in the legitimate economy keep many hackers out of the shadows and employed as security spiders working for the government and corporations, but even paradise has its rebels.

Sioux hackers have opted out of the rat race, often for philosophical reasons, and tend to be outspokenly vocal about defending their lifestyle choice. Even living "outside the walls," Sioux deckers maintain contacts deep within the white hat community; their family, college friends, and former employers occasionally need to work outside the

system, and many Sioux spiders have a penchant for indulging in minor acts of rebellion while still collecting a corporate paycheck.

Technomancer: The Sioux political elite and the tribal citizenry in general have strong convictions about what is part of the natural world and what is not. When dealing with the novel and strange elements of the Sixth World, they rely on the advice of highly traditional and conservative shamans to tell them what is right and wrong. Technomancers do not fit in the spiritual realm that is adjudicated by the shamans, nor are they wholly part of the digital realm in which many Sioux feel comfortable. They are something else, and most Sioux reject them as a form of toxic spellcaster or diseased individual who is best pitied and avoided. The more socially progressive bands grudgingly accept the "burden" of harboring technomancers, but traditionalists exile them from their communities, lest they somehow spread their unnatural abilities. The government does not technically discriminate against technomancers, but the legal system tends to assume that they are deckers by default. A shocking number of technomancers get the death penalty when brought to trial for even trivial infocrimes, which means being shipped to a corporate or government facilities for dissection or other experimentation.

Anglo technomancers are kept well hidden and trained to disguise their abilities; many Sioux mistakenly assume that the rural lifestyle of the Anglos is actually helping to prevent technomancer "infection!" These young technomancers find life impossibly lonely in the electronic wilderness of the reservations, though they don't face any hostility from their communities and their skills are highly valued. Anglo technomancers often find contact with their tribal counterparts to be an eye-opening experience, as they have more in common with each other than they do their original cultures.

Riggers: The Sioux Nation is the land of open skies and thousands of kilometers of paved roads. The Sioux took great pains to maintain and expand the road network inherited from Canada and the U.S., and its citizens are affluent enough to afford the personal vehicles in which to enjoy them. There's also a tolerance for low-level go-gangers that gives many would-be riggers their first taste of adrenaline and thumbing their nose at authority, without the risk of being peppered with machine-gun fire by the police. Some graduate from the gangs and racing circuits to become wheelmen and panzergirls, operating the stealthy off-road trucks and LAVs that are the lifeblood of the pan-American smuggling routes. Others find a niche with private security forces, defending distant outposts of corporate power with remotely operated drones or a combat helicopter.

Sioux riggers are the most worldly of their compatriots, and many have spent extended periods of time outside the country in the course of their work. More than one has crawled out of a wrecked rigger's pod in some distant feral city. Sioux riggers are also the most likely to have cut ties with their family and country; those that return do so for business reasons, not sentimentality. They may still keep the stylistic trappings: corporate Johnsons love the image of Amerind riggers shouting war-cries from the cockpit of a speeding LAV.

Street Samurai: The Sioux are a nation of warriors. The whole country likes to pretend it's on war footing, ready to hop into action at a moment's notice; but outside of shooting down the occasional smuggler or becoming enmeshed in the political games with the Sioux Special Forces, there's no opportunity to live life on the bleeding edge. Having seen the outside world and been tempered by real violence and war, the street samurai views other Sioux "warriors" as pathetic posers whose closest brush with real action was passing a physical fitness test or evading a sexual harassment charge.

Sioux samurai who return home to do their dirty work tend to have a greater appreciation for family, which is a sentimentality distinctly lacking in the shadows. Many maintain a friendly but distant relationship with their relatives, holding on to them as a spot of stability and predictability in a chaotic and bloody world. The Sioux Nation shadows are crazy, but there's something to be said for the crazy family you grew up with.

SKILL PACKAGES

The education system of the Sioux Nation is one of the best in North America, and even the second-rate schools on the Anglo reservations would be considered top-end institutions in many parts of the CAS and UCAS. However, the youth are actively encouraged, or outright coerced by their tribe, to join the Scouts and tribal youth groups that fill their free time with "productive" team-building exercises and training along with indoctrination and paramilitary conditioning. Anglos can elect to not join the Scouts, but much of their free time is then taken up by family matters and doing various odd jobs to help make ends meet.

The characters education and background in the Sioux may be reflected by taking one or more of the following sample skill packages. Note that the skill ratings indicate basic competency and understanding, and characters may greatly exceed these minimums.

SIOUX EDUCATED

(7 SKILL POINTS)

These are the skills that anyone who grows up in the Sioux Nation should possess, both tribal and Anglo.

Active Skill
Computer 2
Etiquette 1 (Sioux +2)
Pilot Ground Craft 1
Pistols 1 (Semi-Automatics +2)

ANGLO RESERVATION RAT

(6 SKILL POINTS)

Life on the reservations is tough, and interactions with the authorities are rarely advantageous for the Anglos. Prospering requires exploiting every advantage you have over the uptight tribals.

Active Skill
Con 2 (Fast Talking +2)
Perception 2
Sneaking 1

DISAFFECTED TRIBAL PRODIGY

(12 SKILL POINTS)

The elders of your tribe always said you were destined for greatness. Little did you know they actually meant a life of service as support staff for the shamans and chiefs.

Active Skill
Artisan 2
Etiquette 4
Negotiation 2 (Diplomacy +2)
Performance 2 (Dancing +2)

SCOUT TRAINING

(11 SKILL POINTS)

You were a model member of the Scouts through years of membership, acquiring an impressive collection of merit badges and well-read training guides.

Active Skill
Archery 1 (Bow +2)
First Aid 3
Longarms 2
Navigation 1
Survival 2
Swimming 1

SDF ONE YEAR WONDER

(11 SKILL POINTS)

Serving for one year in the SDF will not make you an elite killer, but it provides training in a range of skills that could prove very handy in fighting a war from the shadows.

Active Skill
Automatics 3 (Assault Rifles +2)
Demolitions 1 (Improvised Explosives +2)
Disguise 1 (Camouflage +2)
Sneaking 1
Unarmed Combat 2

ULTRATRADITIONALIST RUNAWAY

(14 SKILL POINTS)

You were a member of one of the tribal bands that have returned to the old ways, eschewing technology and the corrupted mockery of Sixth World society. But for some reason you had to leave that world behind. Some simply become disenchanted with the compromises and limitations, and others want to experience the wider world before returning to their band with valuable new skills and contacts.

Active Skill
Animal Handling 3
Archery 1 (Bow +2)
Blades 1 (Axes +2)
Etiquette 1 (Tribal +2)
Navigation 1 (Celestial +2)
Tracking 3

PRECOCIOUS GO-GANGER

(10 SKILL POINTS)

You felt the need for speed from a young age. You may not run with the old crew these days, but you're still a terror on the blacktop and in a bar brawl.

Active Skill
Automotive Mechanic 1
Clubs 1
Etiquette 2 (Street +2)
Intimidation 1 (Physical +2)
Pilot Ground Craft 3

SIOUX ARMY VETERAN

(25 SKILL POINTS)

After mandatory service you re-enlisted and joined the Army as a full-time professional. You traded the skills of an insurgent for the much more rewarding task of an armored cavalry and training officer.

Active Skill
Automatics 1 (Assault Rifles +2)
Demolitions 1
Disguise 1 (Camouflage +2)
Electronic Warfare 2 (Communications (+2)
Etiquette 2 (Military +2)
Gunnery 3
Heavy Weapons 2
Instruction 2
Leadership 2 (Command +2)
Pilot Ground Craft 4

CODE OF HONOR: NATIONALIST (COUNTRY)

This is a new form of Code of Honor (p. 79-80, *SR5*). The My Country, Right or Wrong positive quality (p. 17, *The Assassin's Primer*) may be a more appropriate choice in some extreme cases.

Nationalist (Country): The character has an unwavering belief in the rightness of his country's policies, and seeks to advance its agenda even if it would hinder his current goals. The character loses 1 Karma per agent of the government they kill, including contractors, or knowingly allow to be killed, even in self-defense. Note that nationalism does not include penalties for simply breaking the law, which can be justified through mental contortions great and small.

EQUIPMENT

Sioux shadowrunners will be practically indistinguishable from any other heavily armed criminal while operating in Berlin, London, or Seattle. But there are a few legal peculiarities that all runners in the Sioux Nation would be wise to remember.

Armor: Due to a notorious episode involving the "Orange Mob" gang in Rapid City, urban explorer jumpsuits are 6R in the Sioux Nation. However, anyone with a valid hunting license can purchase chameleon suits as if they were only Availability 10 (not Restricted). Note that the SNP and SDF are quick to load magazines of APDS and break out rocket launchers if they spot potential saboteurs tooling around in full body armor or other mil-spec ensembles. See p. 437, *SR5*, for more information.

Weapons: It is extremely difficult to get concealed-carry permits for firearms in the Sioux Nation, but open carry of light and heavy pistols is perfectly legal and socially acceptable. In addition, all automatic weapons are illegal to own without explicit authorization, meaning no licenses as such are available. To represent this, all Light Pistols and Heavy Pistols are Legal, but Hold-Outs are Forbidden (see **(Il)legality**, p. 419, *SR5*). All firearms with BF or FA fire modes are also Forbidden. This does not affect the weapons Availability rating. Bonded corporate security forces and their legal designates have free rein to carry heavy weapons but must follow strict escalation of force laws. Private security forces are held responsible for damage outside their designated security areas, even that caused by the folks

NICE GUN

Current fashion and politics mean no Sioux will be caught dead using trash from Aztechnology and its subsidiaries, no matter how technically good it may be, but Ares weapons are common. In fact, the best-selling weapon in the Sioux Nation for three years running has been the Ares Light Fire 70 (p. 425, *SR5*). Ares even markets a custom LF70 just for the Sioux market; this Howling Coyote Special Edition, with orichalcum inlay and redwood grips, is backordered for months.

they are shooting at, which makes most high-explosives not worth the legal complications.

Outsiders visiting the Sioux Nation on travel visas and people with criminal SINs may not legally acquire or possess any firearms, but light pistols are considered exempt by social convention. Possessing a concealed-carry license (p. 443, *SR5*), fake or not, will attract the attention of SNP officers using Rating 5 verification systems to determine validity.

Weapon Accessories: It's considered somewhat gauche to carry heavily modified weapons, so most wear their weapons clean with no weapon attachments or styling. One notable exception is the smartlink, which is common—even when the user doesn't have a smartgun implant or goggles. Smartgun systems are Legal in the Sioux Nation. Sioux law frowns on concealed weapons of all kinds, even knives, and the SNP comes down hard on accessories intended to make weapons harder to detect; for this reason, concealable holsters are 5F and hidden arm slides 7F. Sioux shadowrunners avoid carrying these "criminal implements" with streetwear unless absolutely necessary.

Electronics: Carrying a cyberdeck (p. 439, *SR5*) may attract fellow deckers, mostly white hats, and dabblers looking to make casual conversation, but it is not considered notable in the Sioux Nation due to the importance and influence of the software industry. Cyberdecks are still Restricted because of the high-intensity simsense signals.

Augmentation: Cyberware is far from ubiquitous in the Sioux Nation, and actual stores where it can be purchased and implanted are few and far between. The Essence-conscious market doesn't accept anything below betaware quality (used cyberware is not typically available), and only low-impact headware implants enjoy any kind of popularity. Bioware and nanoware are more readily accepted by the public. Health-related augmentations, such as Pathogenic defense and Symbiotes (p. 459, *SR5*), are even subsidized by medical insurance.

Chemicals: Stim and tranq patches (p. 451, *SR5*) are Restricted in the Sioux Nation due to the draconian drug laws. Tobacco and most other recreational substances (including everything listed on p. 411, *SR5*) are Forbidden without special exemption by the Bureau of Cultural Preservation.

GET RUNNING

Running Start (p. xx) provides several plot hooks to kick off a run, but that's only the tip of the iceberg! There are even more opportunities for adventure and double-crosses that help tie the Sioux Nation into the wider world of Shadowrun and hint at plots bubbling beneath the surface:

- Acquiring samples of the heavily polluted water at Butte's Berkeley Pit for the Dunkelzahn Institute of Magical Research.
- Protecting a researcher at the University of Cheyenne who has rediscovered a technology to block the effects of Black IC.
- Assassinating a Chief from one of the minor tribes who goes "off script" during pivotal negotiations with the UCAS.
- Stealing a medicine mask from the False Face Society vaults for a Seattle art collector.
- Providing overwatch for a Wildcat team extracting an Anasazi shaman from a PCC firebase.
- Stopping a terrorist attack on one of the Wind River hydroponics facilities.
- Breaking into the Sioux Defense Force's records to find out how thirty pilots died during the New Revolution coup attempt.
- Infiltrating the Sun Dance ritual at Devil's Tower to record the sacred ceremonies.
- Investigating the defection of a well-known Sioux war chief to Ghostwalker's personal army in Denver.
- Placing surveillance sensors around a dozen guarded, but supposedly empty, decommissioned missile silos around Great Falls.
- Kidnapping two small children from their parents and smuggling them to their maternal grandparents in the AMC.
- Infiltrating Ellsworth AFB outside Rapid City in order to confirm the rumor of an underground vault entrance inside Hangar 11.
- Researching the origin of images that show etched Futhark runes on a large metal cylinder that appear to be transliterated Lakota prayers.
- Locating and recovering a basalt column in Yellowstone that is surrounded by enraged spirits of beasts.
- Observing the Chief Mountain mana storm while the Siksika tribe conducts a ritual in the AMC.
- Recovering a shard of radioactive glass originating from the Trinity nuclear test site that was stolen from the Montana Tech and Geomancy campus in Butte.
- Training otherwise technology-adverse traditionalist warriors in the use of surface-to-air missiles for their shadow war against bison poachers.
- Subtly keeping one of the Council of Elders under surveillance and recording her sleepwalking habits.
- Sabotaging field trials of a wheat smut treatment at a guarded agricultural field station in Laramie.